WINNING CHESS PUZZLES

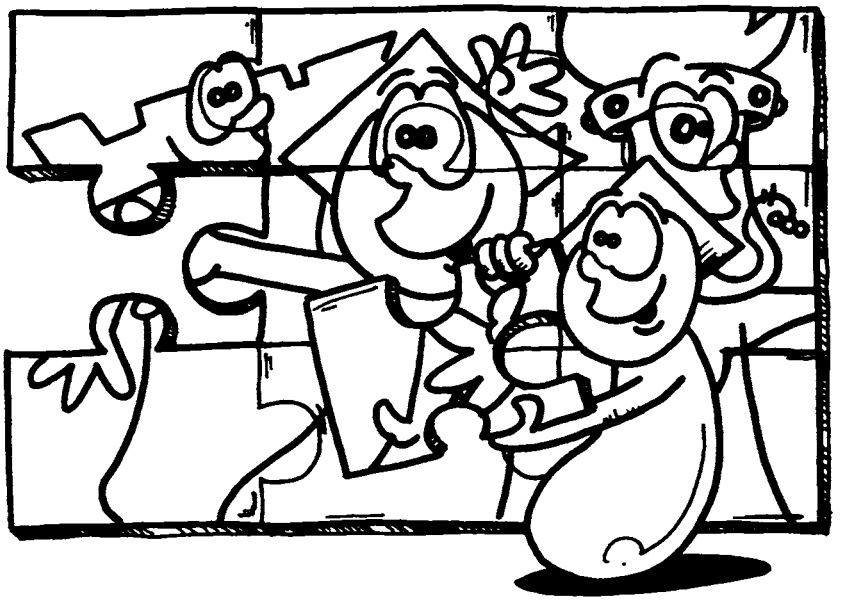
FOR KIDS volume 2

JEFF COAKLEY

VISIT…

WINNING CHESS PUZZLES FOR KIDS

VOLUME 2



JEFF COAKLEY

illustrations by Antoine Duff

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Volume 2

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Jeff Coakley

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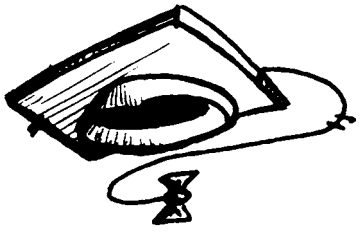
dedicated to
Sam Loyd
"What is learned with pleasure is never forgotten."



HEY FRIENDS

It's me again, KIRIL the PAWN.

WELCOME TO VOLUME TWO!

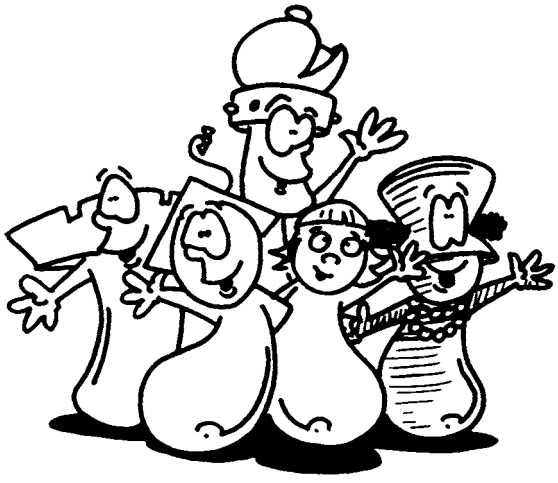
If you liked the first volume of *Winning Chess Puzzles For Kids*, then you're sure to enjoy this book too. It's packed with the same great stuff. Lots of fun puzzles and lots of challenging problems, what more could you ask for?

This workbook continues where Volume 1 left off, including the numbers on some of the sheets. For example, the first contest here is #41.

The normal chess exercises (mates and tactics) are a little more advanced than *Volume 1*. The first sheets may seem easy, but they get much tougher as the book goes on. The important thing is to spend enough time on each position to find the correct answer. Don't be satisfied with scoring 80%. Accuracy is an important part of being a strong chess player, and solving these problems is a good way to develop that skill.

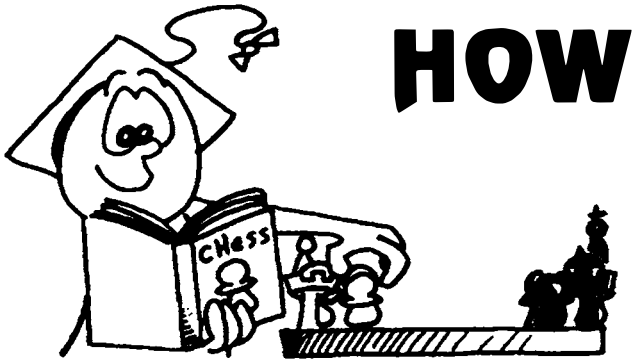
White moves first in most diagrams. Examples with black to play are clearly marked. Solutions are given at the back of the book. A pointing finger on each exercise sheet tells you which page. ☞*250* means "see page 250".

Many of the problems can be solved from the diagram, without setting up the pieces on a chess board. But you may want to set up the harder positions, like the mates in 2, so you can see more clearly. If you use a board, try to find the answer without moving the pieces, just like during a game.



Thanks again to my pals from *Scholar's Mate* magazine, especially Rocky Rook, Biff the B, Lily Pawn, and Frizoon. We hope you have a good time with our puzzles!

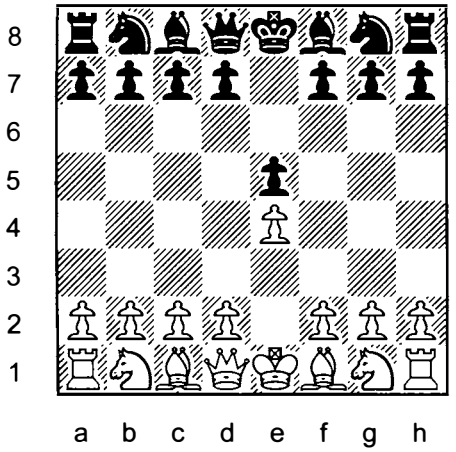
Kiril



HOW TO READ A CHESS GAME

Reading chess is as easy as A B C! The board has 8 *files* and 8 *ranks*. Files are the rows of squares that go up and down. Each one is named by a letter. Ranks are the rows that go sideways. Each one is named by a number.

Every square has its own name too. The first part is its file. The second part is its rank. In this diagram, the white pawn has moved to **e4** and the black pawn to **e5**.



When a move is written down, the first capital letter shows which piece moves. **Q** is queen. **R** is rook. **B** is bishop. **N** is knight because the king is **K**. If there's no capital letter, that means a pawn moves.

The next thing written is the square the piece moves to. **Bc4** shows that a *bishop moves to the square c4.*

When a piece is captured, an **x** is put before the square. **Qxf7** means that a *queen takes on f7.*

If a pawn makes a capture, the letter of the file it starts on is given first, and then an **x**, followed by the square it takes on. **exd5** says a *pawn on the e-file captures on the square d5.*

Sometimes two pieces of the same kind can move to the same square. When that happens, another small letter is written after the piece to show which file it came from. **Rae1** means the *rook on the a-file moves to square e1.*

If the pieces that can move to the same square are on the same file, then the number of the rank that it started on is used instead. **N6e4** says that the *knight on the 6th rank moves to e4.*

Here are some special symbols :

+	**check**
#	**checkmate**
O-O	**castles kingside**
O-O-O	**castles queenside**
e.p.	**en passant**
=Q	**promotes to queen**
1 - 0	**white wins**
0 - 1	**black wins**
½ - ½	**draw**
!	**excellent move**
?	**mistake**
!?	**cool move**
?!	**weird (weak) move**

The game below is written in *algebraic notation.* Kiril was new to chess and fell into an old trap called **Scholar's Mate**.

white: **ROCKY**	black: **KIRIL**
1. e4	**e5**
2. Qh5	**d6**
3. Bc4	**Nf6?**
4. Qxf7#	

Oh no! Kiril got mated in just four moves. That was no fun!

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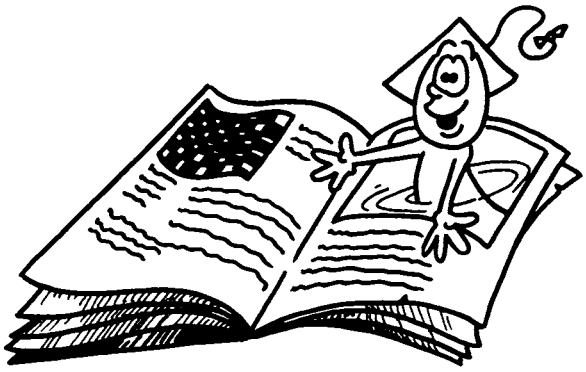

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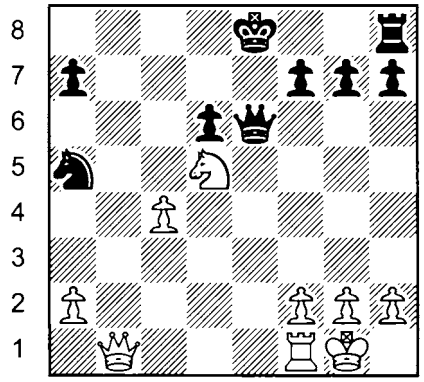
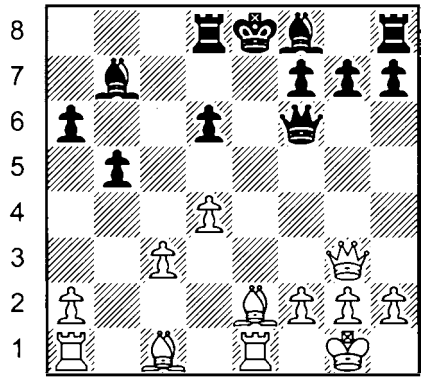
TACTICS 101

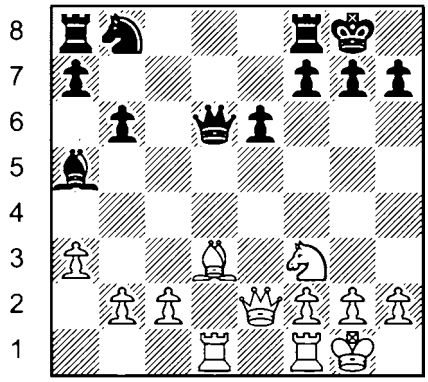
INTRODUCTION

Tactics are the moves that win games. The basic tactical terms are explained below.

In each *Tactics 101* position, the goal is to find a move that wins a piece (Q, R, B, N) or the exchange (R for B, or R for N). Gaining a pawn is not enough.







FORK. A fork is a tactic where one piece attacks two opposing pieces at the same time. If either attacked piece moves away, the other can still be captured. To win material, the attacked pieces must be undefended or more valuable than the attacking piece.

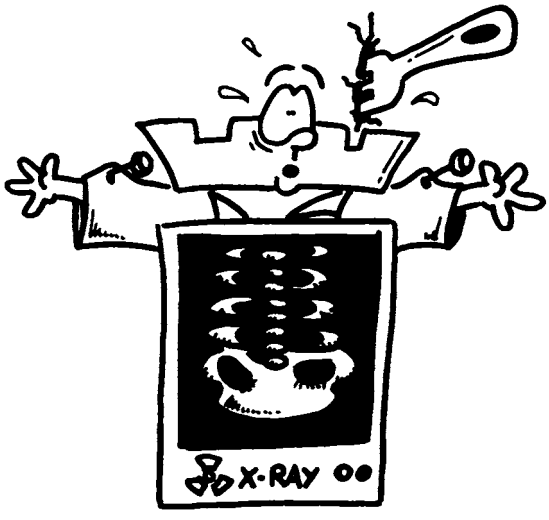
Any piece can fork, even the king. The best forkers are the queen and knight, because they can both move in 8 directions. White has two possible forks in diagram #1: 1.Nc7+ forking the black king and queen, and 1.Qb5+ forking the black king and knight.

PIN. A *pin* is a tactic where one piece "attacks" two opposing pieces along the same line. The first piece is attacked directly. The second piece, which is either more valuable or undefended, stands behind it. The second piece is shielded by the first piece, and cannot be captured unless the first piece moves away. Only queens, rooks, and bishops can pin.

Pins can be used in many ways to win material. Pinning a more valuable piece against the king is one common way. White can win material in diagram #1 by 1.Re1, pinning the black queen against the king.

X-RAY. An *x-ray* is another tactic where one piece "attacks" two opposing pieces along the same line. The first piece, which is more valuable than the one that stands behind it, is attacked directly. After the first piece moves away, the attacker captures the second piece. To win material, the second piece must either be undefended or more valuable than the attacker. In most x-rays, the first attacked piece is the king or queen.

X-*rays* are also known as *skewers*. In diagram #1, white skewers the black rook with 1.Qb8+ Kd7 2.Qxh8. In diagram #2, white wins the exchange with the x-ray attack 1.Bg5. After the black queen moves, white can capture with 2.Bxd8.



DISCOVERED CHECK. A *discovered check* is a special way of checking. One piece moves, and another piece behind it, that was blocked before, gives check.

The piece that moves to uncover the check has lots of freedom. It can go almost anywhere without being captured, because the opponent must deal with check from a different piece.

As a tactic, discovered checks can be used to win material by making a double attack.

In diagram #2, 1.Bf3+ uncovers a check from the rook on e1 and attacks the black bishop on b7. After 1...Be7, white wins the bishop by 2.Bxb7.

DOUBLE CHECK. A *double check* is a move where two pieces give check at the same time. It happens with a discovered check when the piece that moves also checks.

Double checks are extremely powerful because it is impossible for the opponent to block both checks or to capture both attackers. The only way out of a double check is to move the king. In diagram #2, the double check 1.Bxb5# is mate!

DISCOVERED ATTACK. In a *discovered attack*, one piece moves so that a line of attack is opened from another piece. It is similar to a discovered check, except that the uncovered piece does not give check; it attacks a piece instead.

Discovered attacks can be used to win material, if the piece that moves also makes an attack or captures something. A common tactic is to give check with the piece that moves.

In diagram #3, 1.Bxh7+ checks the black king and opens a discovered attack on the black queen from the rook on d1. 1...Kxh7 2.Rxd6.

Another discovered attack that wins material is 1.Be4. The bishop attacks the rook on a8, and also uncovers an attack on the queen from the rook on d1.

DOUBLE ATTACK. A threat to checkmate is just as forceful as a threat to capture an unguarded or more valuable piece. One way to win material is to attack a piece and threaten mate at the same time. This kind of *double attack* is very similar to a fork.

In diagram #3, white wins with 1.Qe4! which threatens to checkmate by 2.Qxh7# and to win material by 2.Qxa8. Black cannot stop both threats.

TRAPPING PIECES. The simplest method to win material is to attack a piece that has nowhere safe to move.

Bishops are often trapped by pawns, like the black bishop in diagram #3 after 1.b4.

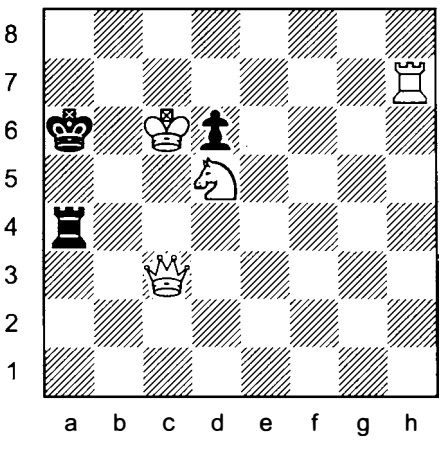
ABOUT MATE IN 2'S

When solving a chess problem, we must always play the best moves for black. No fair making bad moves! That's too easy.

In a mate in 2 problem, white goes first. Then, no matter what move black makes, white gives checkmate on the second turn. In this example, black would be mated after 1.Qd3+ Ka5 2.Qb5#. But this is not the solution, because black can also play 1...Rc4+ and there is no immediate mate.

Against 1.Qb3 (threatening *2.Qb6#*), black can delay mate in two ways: checking with 1...Rc4+, or blocking the queen by 1...Rb4. In a real game, these would be bad moves, since the black rook can just be taken. But in a chess problem, they are good because they stop the mate in 2.

And the correct move is ... ☞ 259

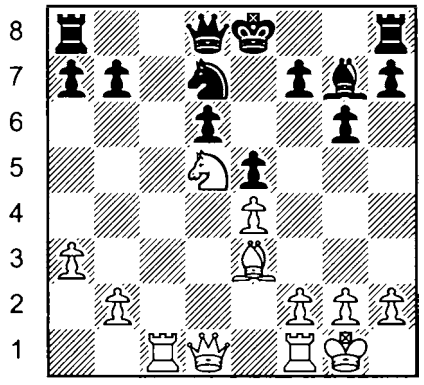


WHITE TO MATE IN 2

TACTICS 101

(33)

WHITE TO MOVE **FIND the KNIGHT FORKS** *WIN MATERIAL*



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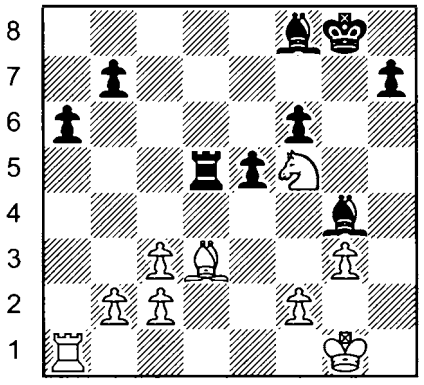

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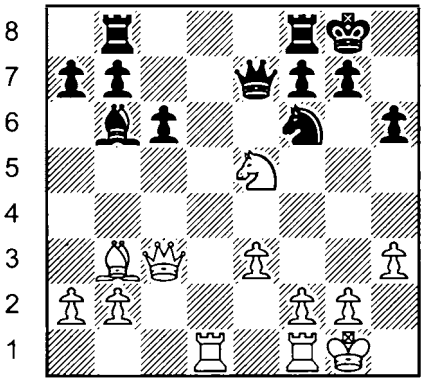

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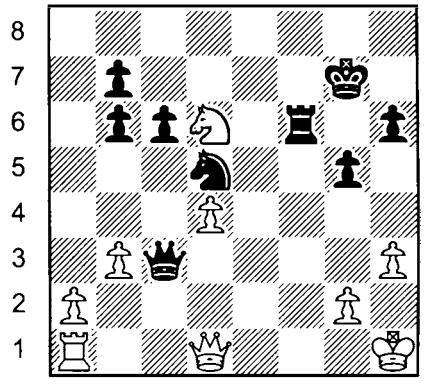

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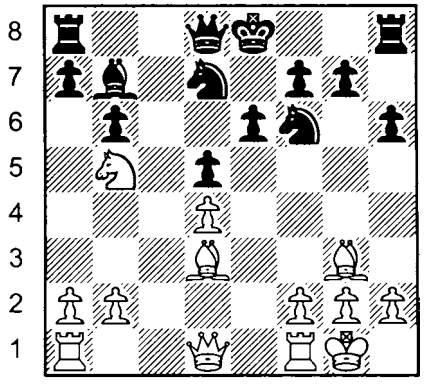
FIND 2 FORKS



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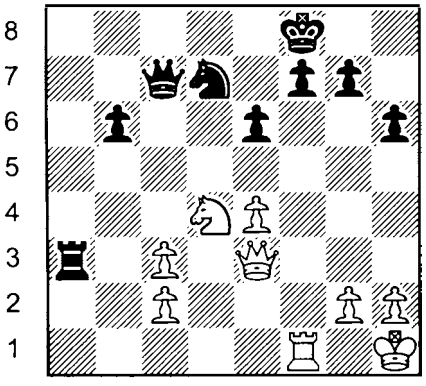

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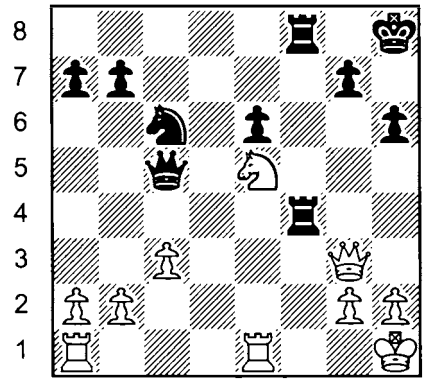

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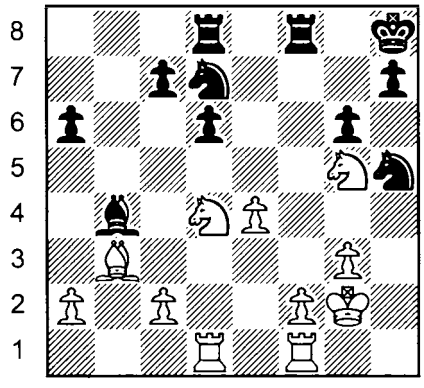

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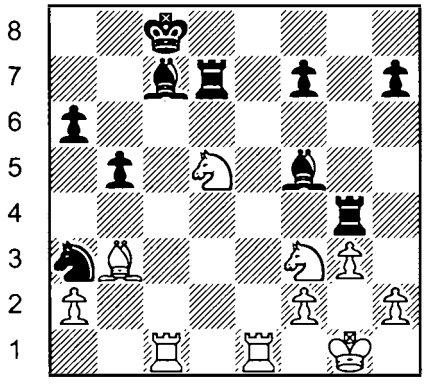
FIND 4 FORKS



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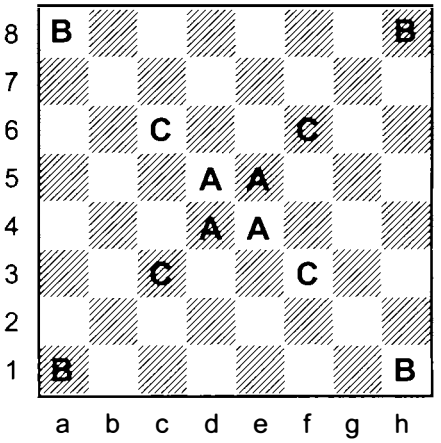
FIND 5 FORKS

LILY'S PUZZLERS

HI BOYS AND GIRLS!!

Here's a rook puzzle to keep you busy. Don't forget, a piece does not attack the square that it stands on, which means a second rook will have to attack any occupied squares.

Good luck! ☞ 259



PLACE 8 ROOKS ON THE BOARD SO THAT ...

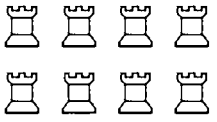
A. every square is attacked except the four in the centre (d4 d5 e4 e5).

B. every square is attacked except the four corners (a1 a8 h1 h8).

C. every square is attacked except c3, c6, f3, f6.

D. the fewest squares are attacked.

REMEMBER, A PIECE DOES NOT ATTACK THE SQUARE IT STANDS ON.



CHESS-O-WORD

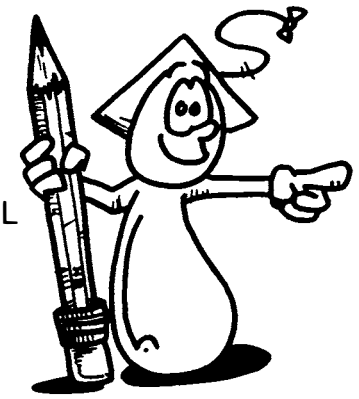
37

ISN'T CHESS THE BEST?

In this word search, you are looking for the basic terms of chess.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

KING
QUEEN
ROOK
BISHOP
KNIGHT
PAWN
CAPTURE
CASTLE
PROMOTE
EN PASSANT
SET
BOARD
SQUARE
FILE
RANK
DIAGONAL
MOVE
CHECK
MATE
WIN
LOSE

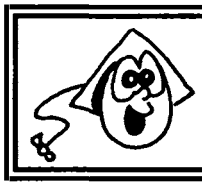


D K E R U T P A C B
U I K N I G H T I T
E N A K N A R S P N
T G D G L B H F A A
O C R K O O R I W S
M H A S P N S L N S
O E O T E S A E I A
R C B E V O M L W P
P K U E L T S A C N
S Q U A R E T A M E

RIDDLE : ***What is a good thing to take to a chess tournament?***

_ _ _

☞ 303



MATE in ONE #41

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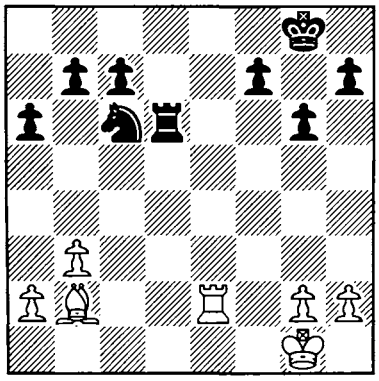

a b c d e f g h

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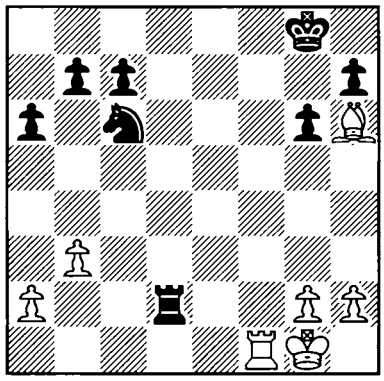

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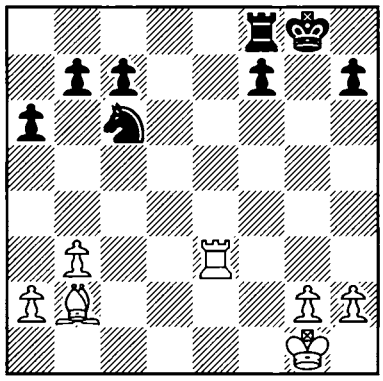

a b c d e f g h

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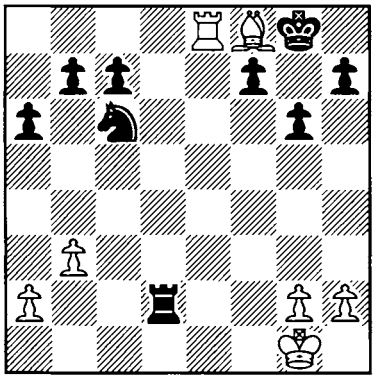

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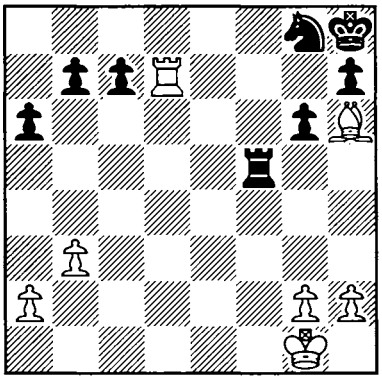

a b c d e f g h

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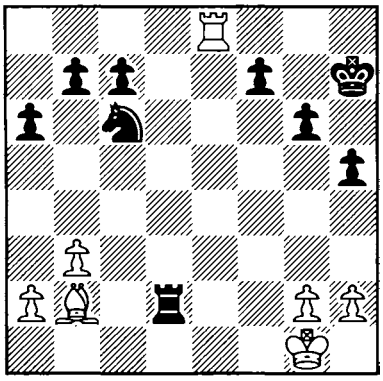

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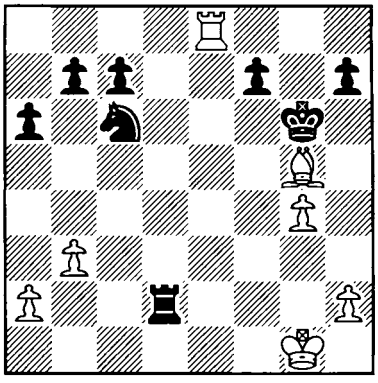

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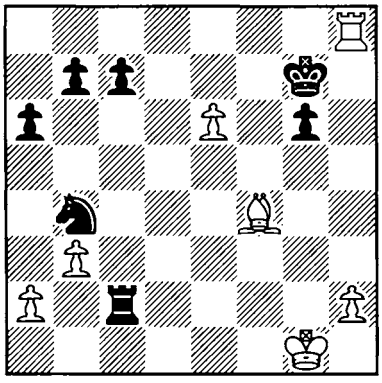

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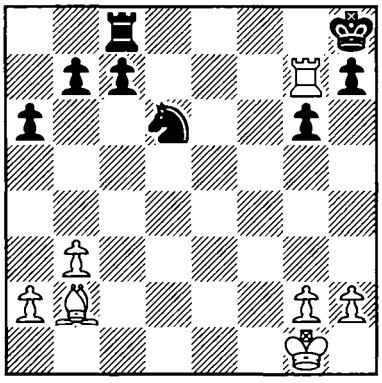
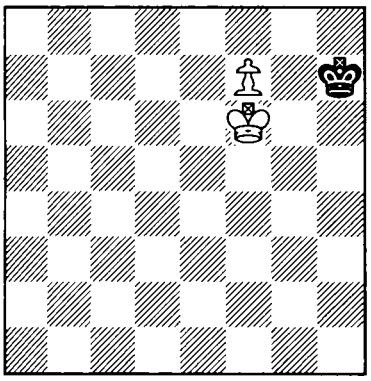


a b c d e f g h

250 ☜ WHITE TO MOVE

MATE in TWO #21

❶



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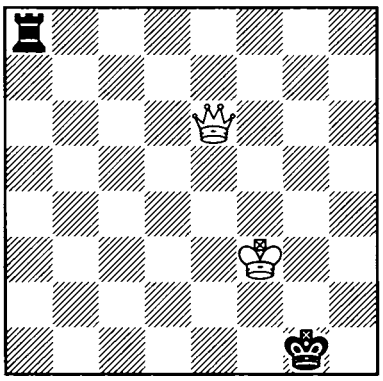

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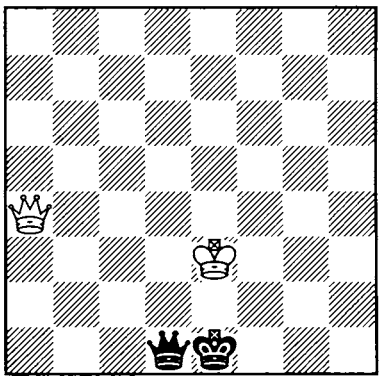

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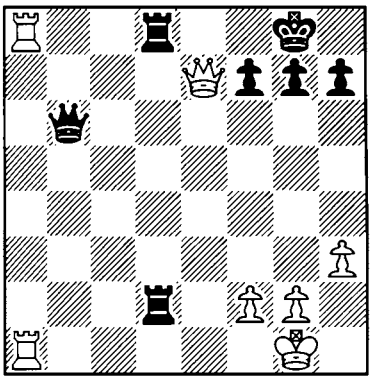

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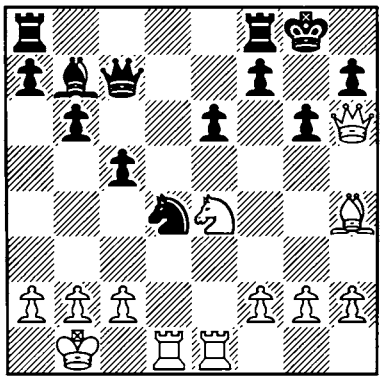

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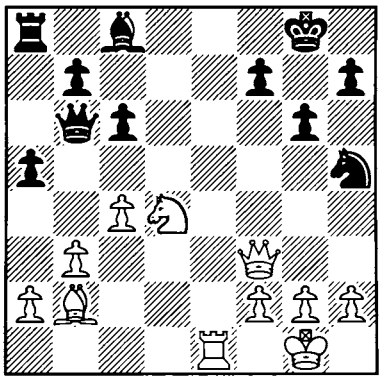

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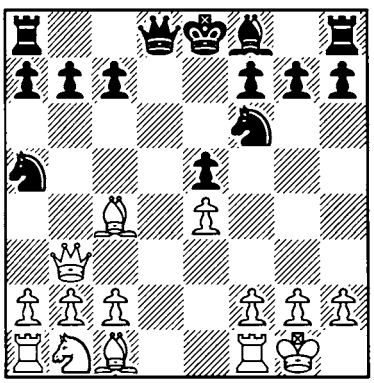

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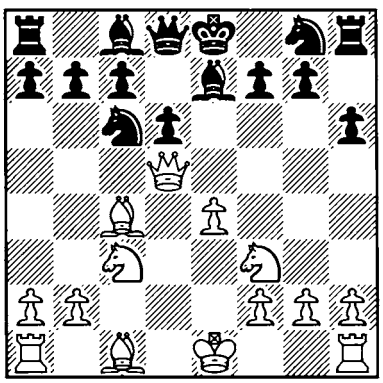

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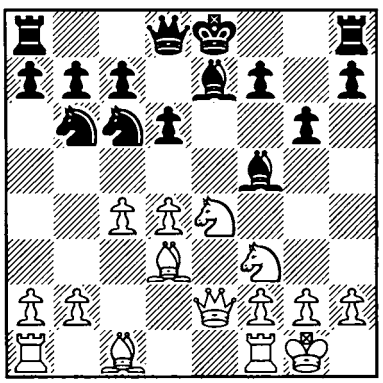
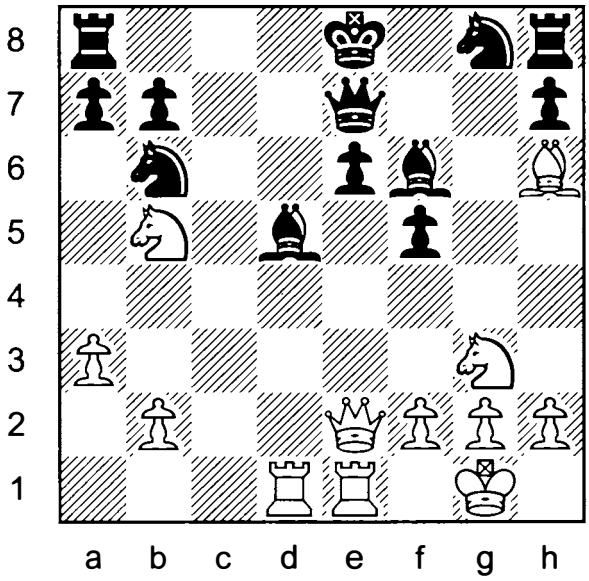


LILY'S PUZZLERS



HI BOYS AND GIRLS!!

Usually we try to beat our opponents when we play a game of chess. But in these puzzles, we actually try to help them! Sounds like fun, doesn't it?

HELPMATE IN 1

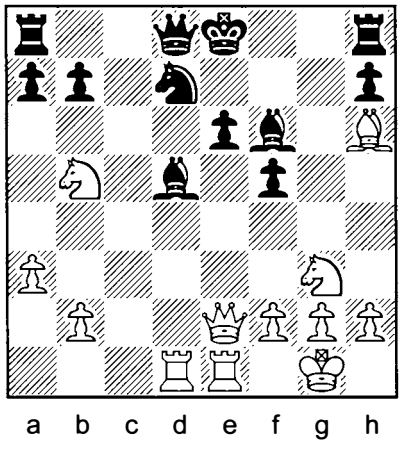
Black Moves First. Find A Move That Lets White Give Checkmate.

In helpmate problems, Black moves first and both sides work together to mate the black king. Each puzzle on this page is a "helpmate in 1". Both players get one turn. Black goes first, then White moves and gives mate.

In the example above, Black plays the silly, but very cooperative 1...Kf7! That allows White to play 2.Qh5#. Don't you wish your opponents were this nice in tournament games!?

I hope you enjoy all the helpmates in this book. Good luck! ☞ 273 (11)

❶



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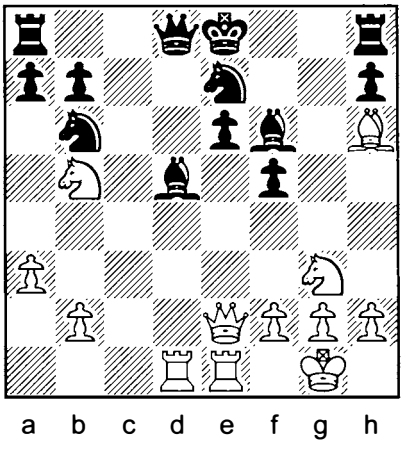

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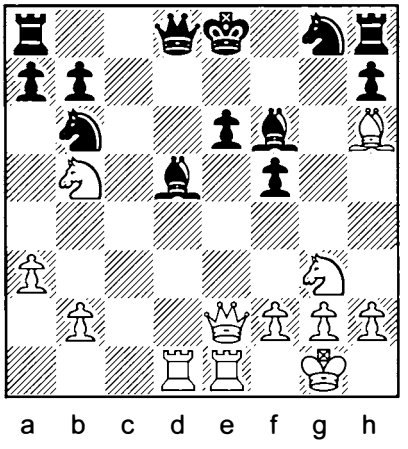


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

KIRIL'S KONTEST INSTRUCTIONS

Hi, friends! I hope you like my contests. There are 40 of them in the book. Can you guess what the grand prize is?

Each contest has four diagrams. Two of the positions are "normal" chess problems where white checkmates black. The other two are a "chess maze" and a "triple loyd". These puzzles have special rules that are explained below.

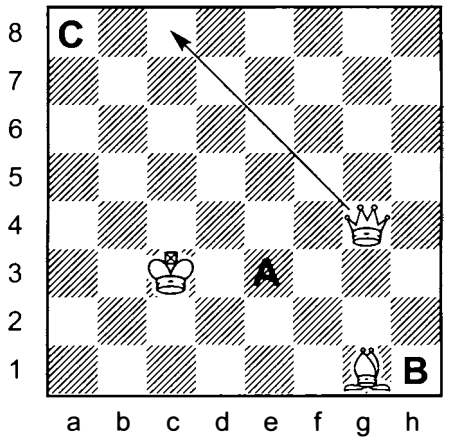
In **mate in 1** problems, white goes first and checkmates the black king in one move.

In **mate in 2** problems, white goes first and checkmates the black king on the second turn, no matter what move black makes. See page 7 for more explanation about mates in 2.

The ***triple loyd*** was invented in 1866 by Sam Loyd, the famous American chess composer known as "the Puzzle King".

They are called triple because there are three parts. In part A, place the black king on the board so that he stands in checkmate. In part B, put him in stalemate. For part C, place the king so that white has a mate in one move.

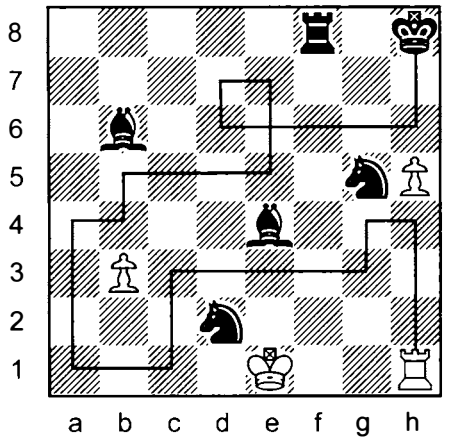
This example is the original problem by Sam Loyd. The solution is written: A Ke3 B Kh1 C Ka8 (Qc8#)



In a **chessmaze** only one white piece moves. The object is to capture the black king without taking any pieces and without moving to any square where the white piece could be taken. A line can be drawn on the diagram to show the path of the piece.

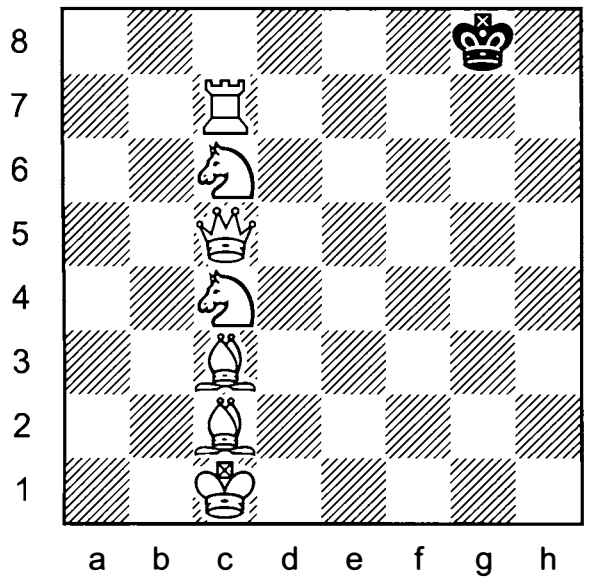
In the example here, only the white rook moves. It is a "*maze in 15*" so the black king should be captured in fifteen moves, which is the shortest possible path through the maze.

The solution is written: Rh1-h4-g4-g3-c3-c1-a1-a4 -b4-b5-e5-e7-d7-d6-h6xh8



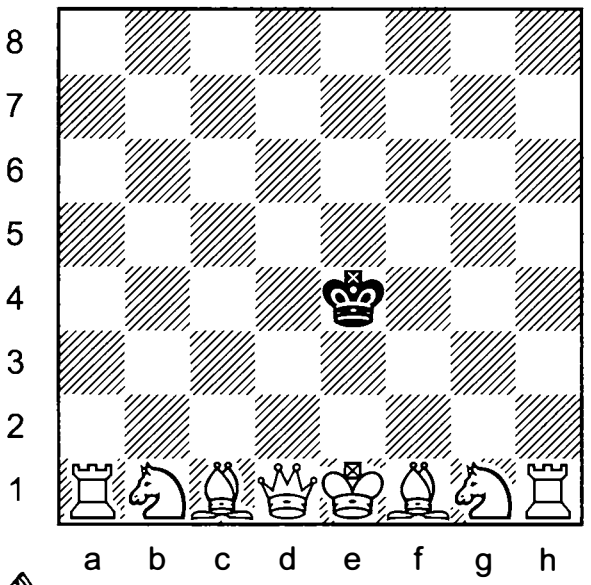
KIRIL'S KONTEST 41

❶

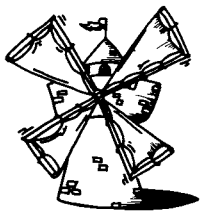


WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2



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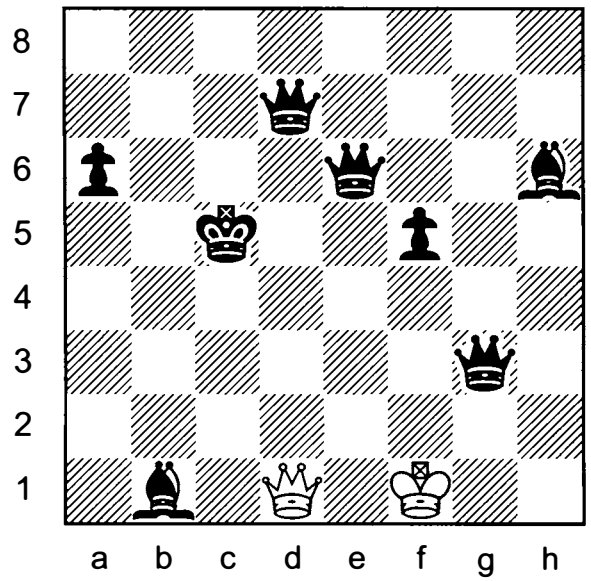
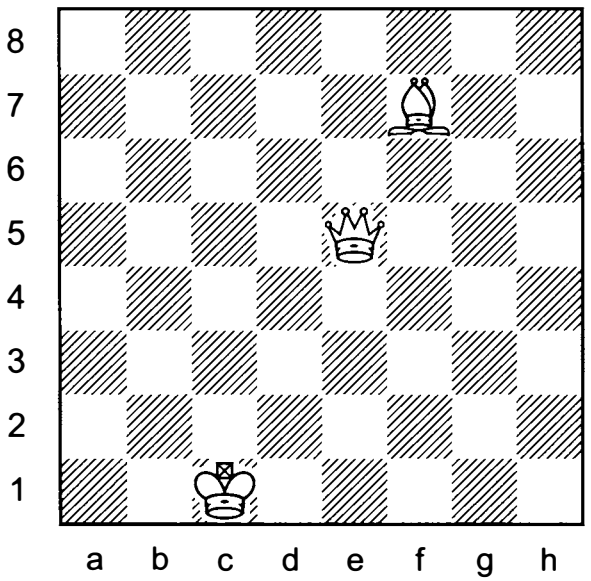


QUEEN MAZE IN 7

Only the white queen moves. Capture the black king in seven moves or less, without taking any pieces or moving where the queen can be taken.

❹



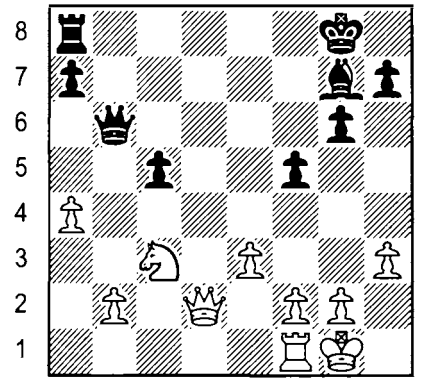
TRIPLE LOYD

Place the black king in:

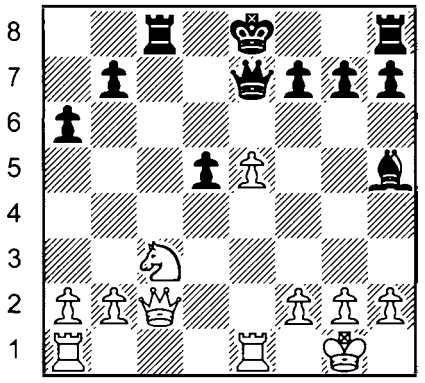
A checkmate
B stalemate
C mate in 1

TACTICS 101

WHITE TO MOVE **FIND the QUEEN FORKS** *WIN MATERIAL*



❶ a b c d e f g h



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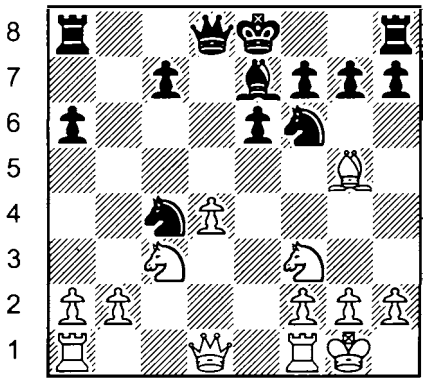
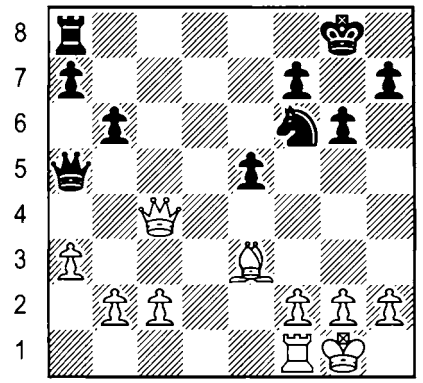


❸ a b c d e f g h



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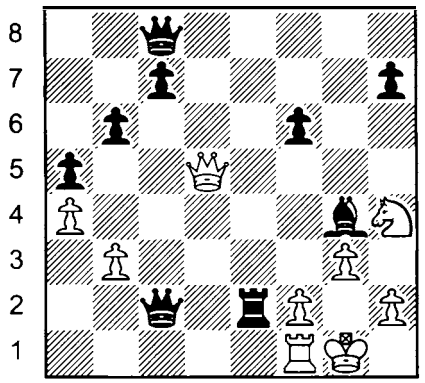

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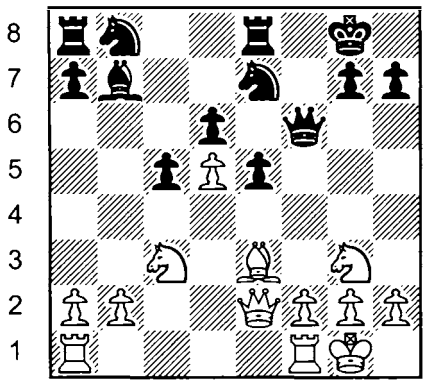

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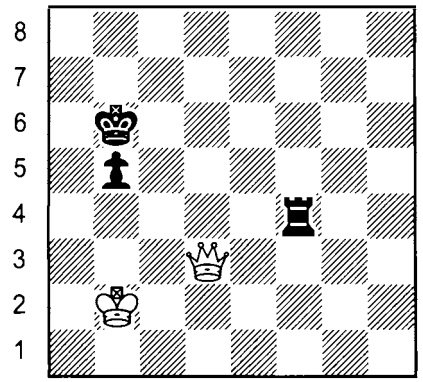
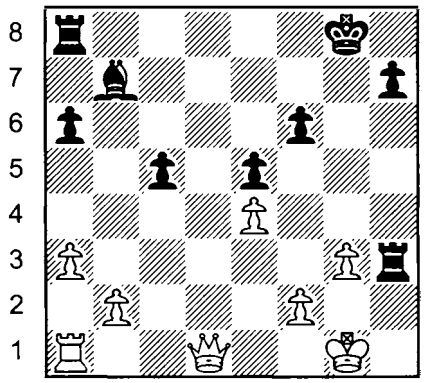


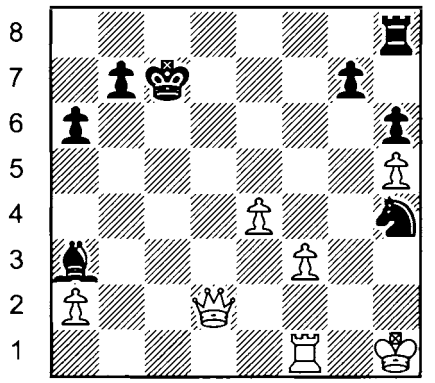
❼ a b c d e f g h

FIND 2 FORKS



❽ a b c d e f g h

FIND 3 FORKS

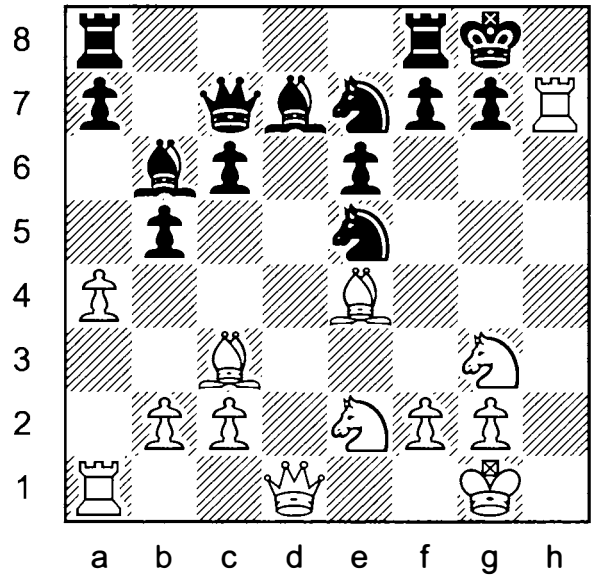


❾ a b c d e f g h

FIND 4 FORKS

LILY'S PUZZLERS

SWITCHEROOS



SWITCH TWO PIECES SO THAT BLACK IS IN CHECKMATE.

HI BOYS AND GIRLS!!

Did you ever play the old shell game, where you switch a bean around under three shells? Well, this kind of chess puzzler is a little like that!

Your goal is to put the black king in checkmate by making two pieces trade places. Any two pieces can be switched. Colours do not matter. For example, you can trade white with white: Qd1-Rh7, or black with black: Ne5-Kg8. Yes, a king can be switched! You can also trade white with black: Ne7-Ng3 or Be4-Kg8. All four of these switches are good solutions to this sample puzzle. But normally, there is only a single answer to each switcheroo.

One important rule is that the position after the switch must be legal. Here are some consequences of that rule:

A pawn cannot be put on the 1st or 8th rank. Kg8-a4?, Qd1-g7?, Ra1-g7? are not allowed.

Both kings cannot be in check. Ne2-Ne7? is no good.

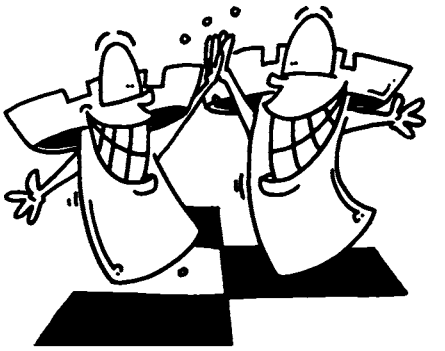
There must be a way to reach the resulting position with a legal white move. Ne2-Kg8? and c2-Kg8? are both impossible double checks.

A black king cannot go on the 1st rank inside the white pawn formation, unless there was a legal way for him to get there. Qd1-Kg8? is not allowed because the black king could never get past the unmoved b, c, f, g pawns.

So friends, good luck with all the switcheroos in this book! There are 78 of them altogether, starting with three on the next page. Please remember, keep your eye on the bean!

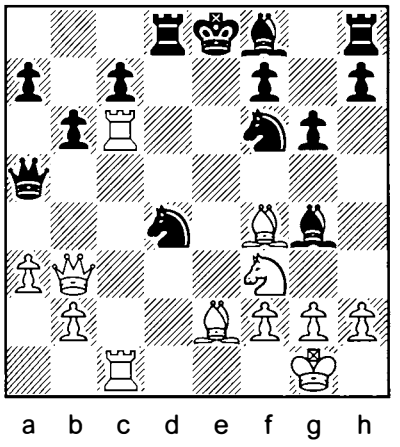
Switcheroos

(21)



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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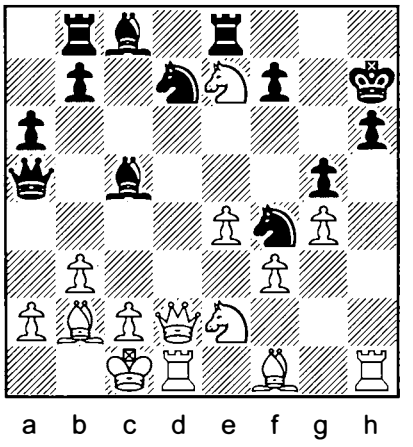

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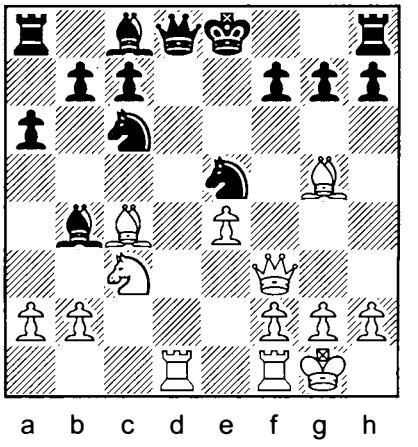
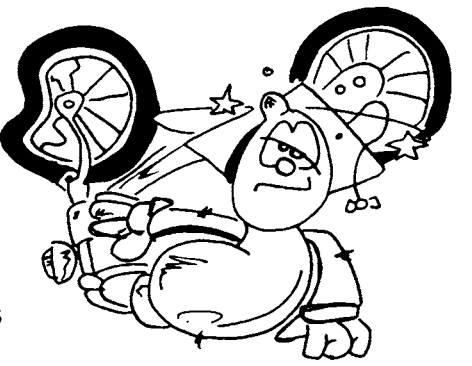


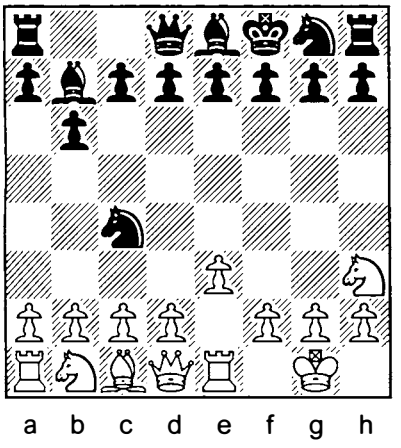
Who's the Goof?

(21)



Greetings, goofologists! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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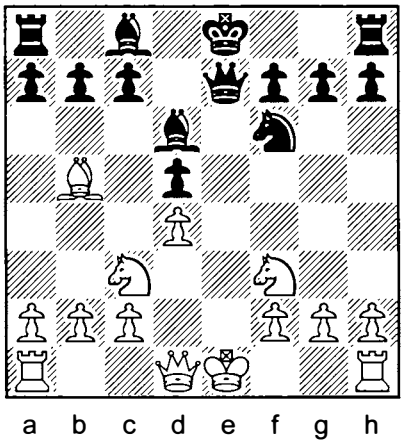

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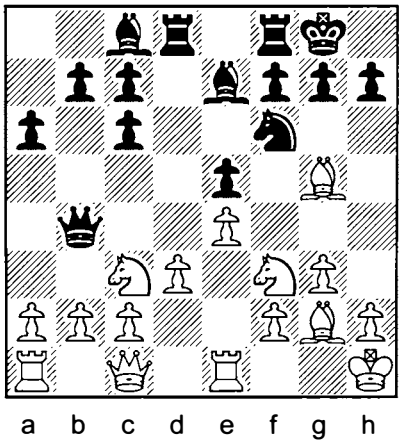
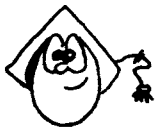


MATE in ONE #42



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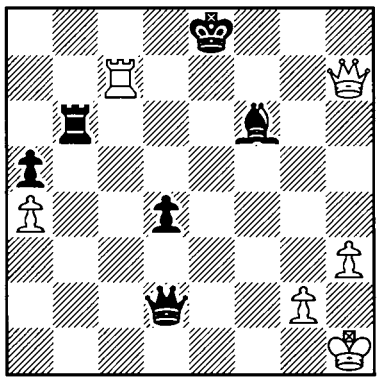

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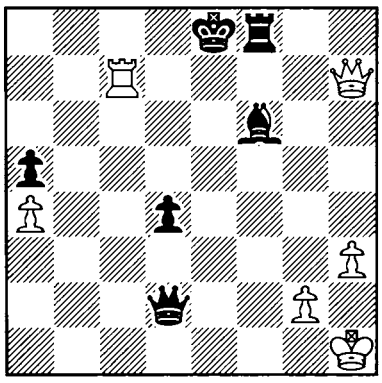

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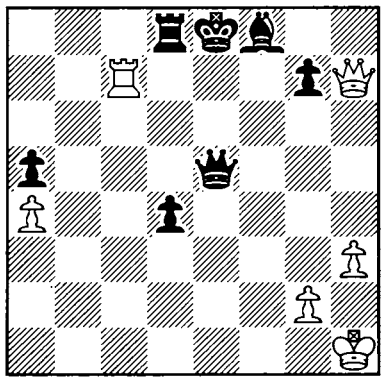

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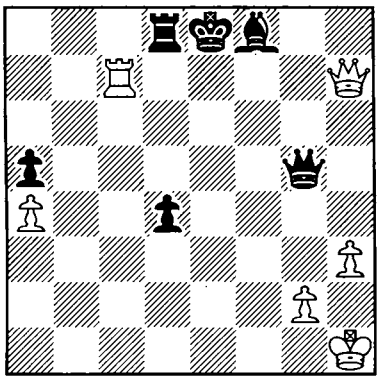

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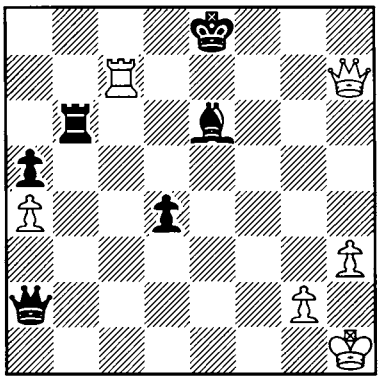

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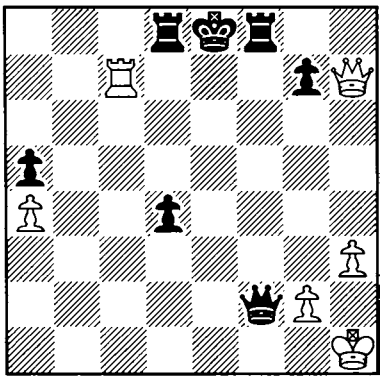

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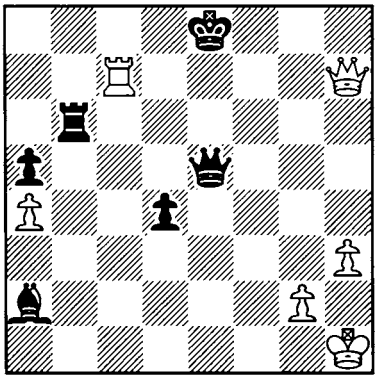

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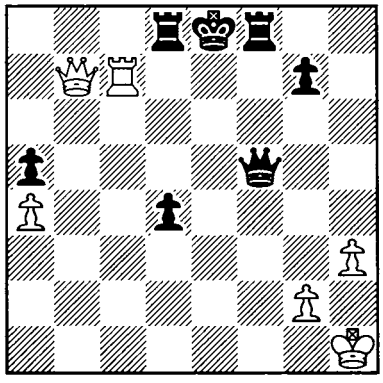

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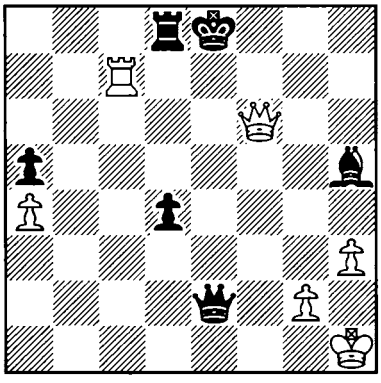
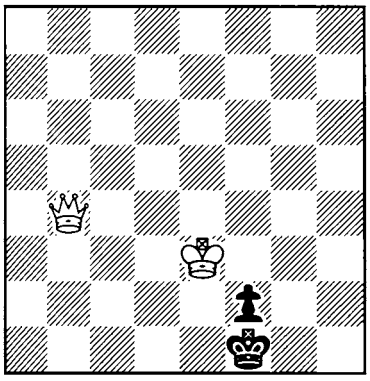


250 ☜ WHITE TO MOVE

MATE in TWO #22

❶



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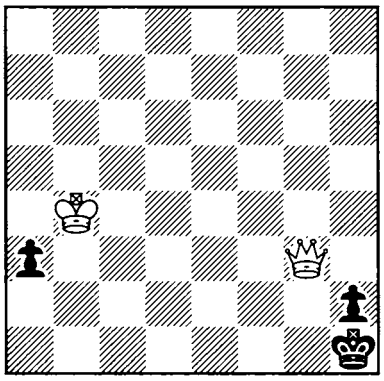

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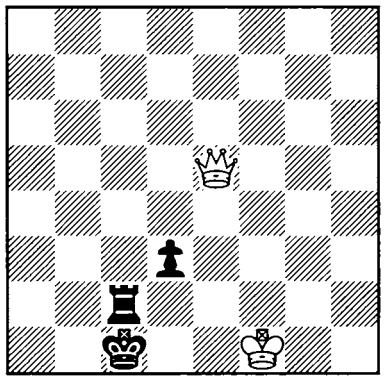

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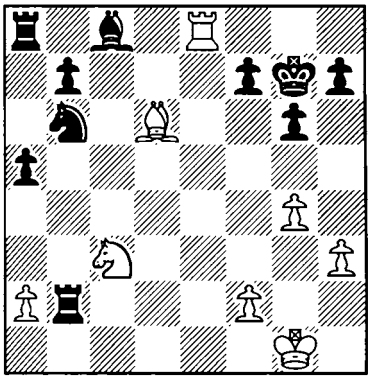

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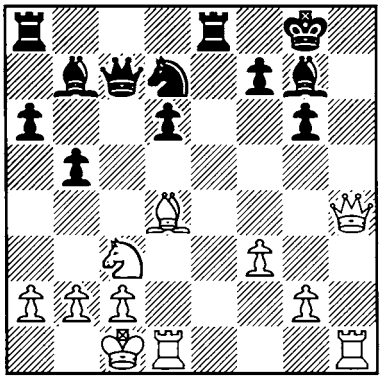

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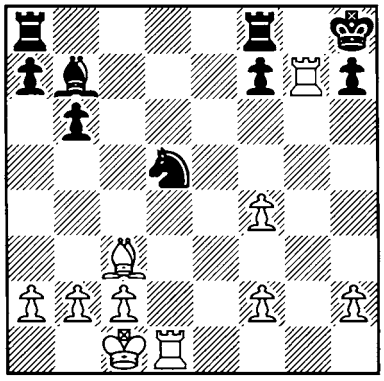

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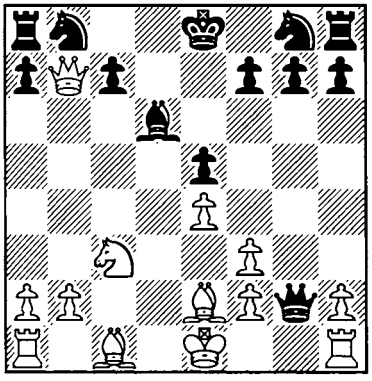

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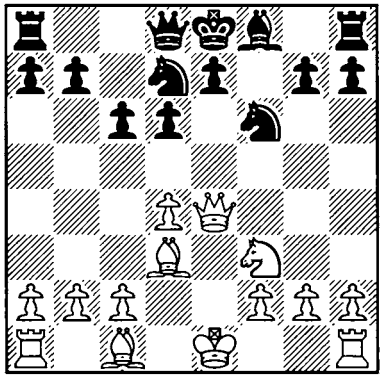

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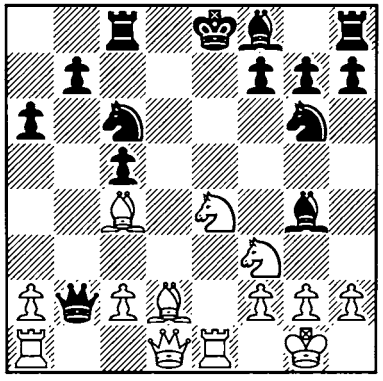
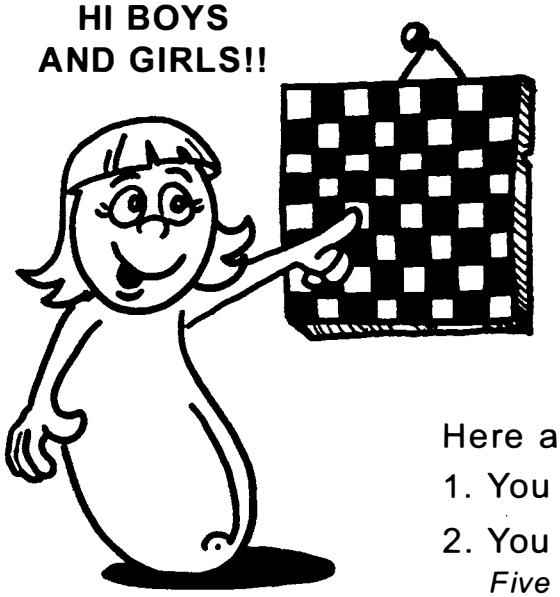


LILY'S PUZZLERS

HI BOYS AND GIRLS!!



Are you ready for some chessboard arithmetic? In this puzzler, you will be working with everyone's favourite numbers: 3, 5, and 9!

PUT PIECES ON EACH SQUARE SO THAT THEY ADD UP TO THE NUMBER IN THE CORNER.

Q=9 R=5 B=3 N=3 p=1

Here are two more rules:

1. You must use the fewest pieces possible.
2. You may only use pawns if they are necessary.
   Five are needed in the top row.

Write your answers like this: QQQR or 3Q+R

Both = 32 9+9+9+5 or (3x9)+5

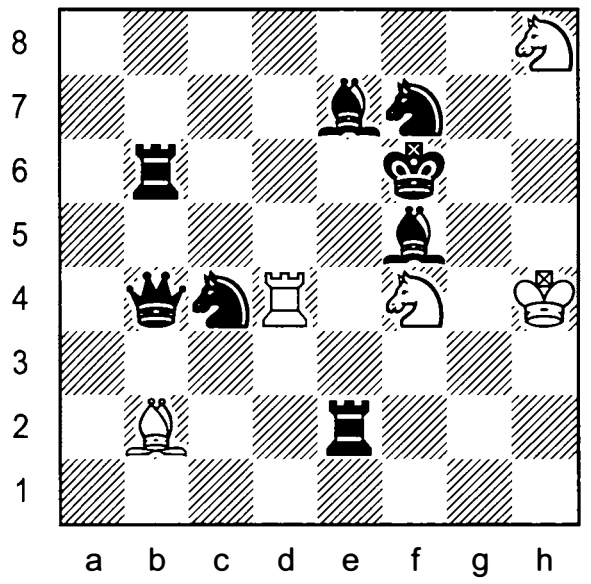
Good luck!

☞ *259*

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64

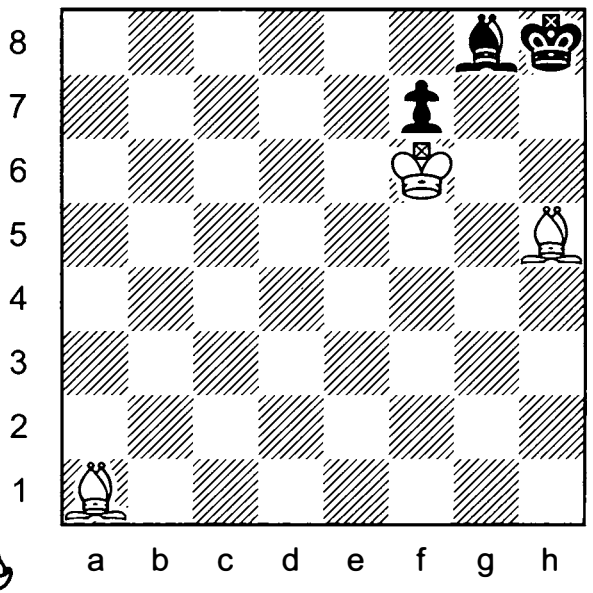
KIRIL'S KONTEST 42

❶



WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

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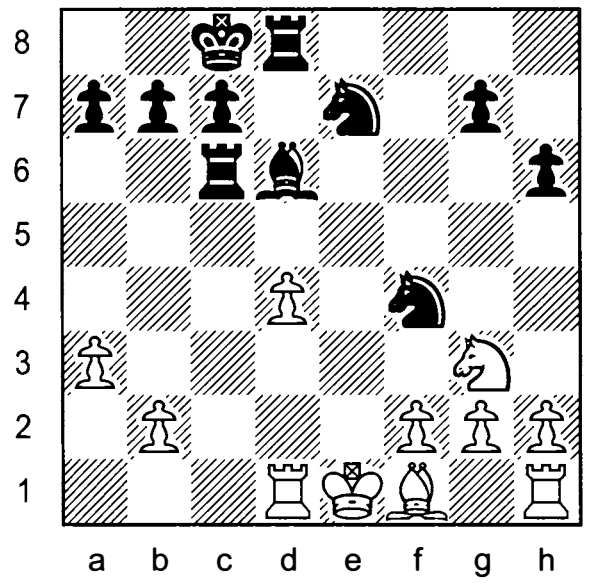
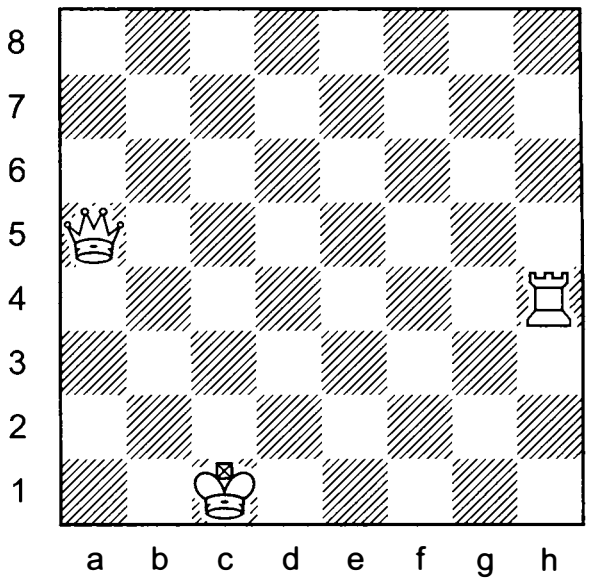


BISHOP MAZE IN 9

Only the white bishop moves. Capture the black king in nine moves or less, without taking any pieces or moving where the bishop can be taken.

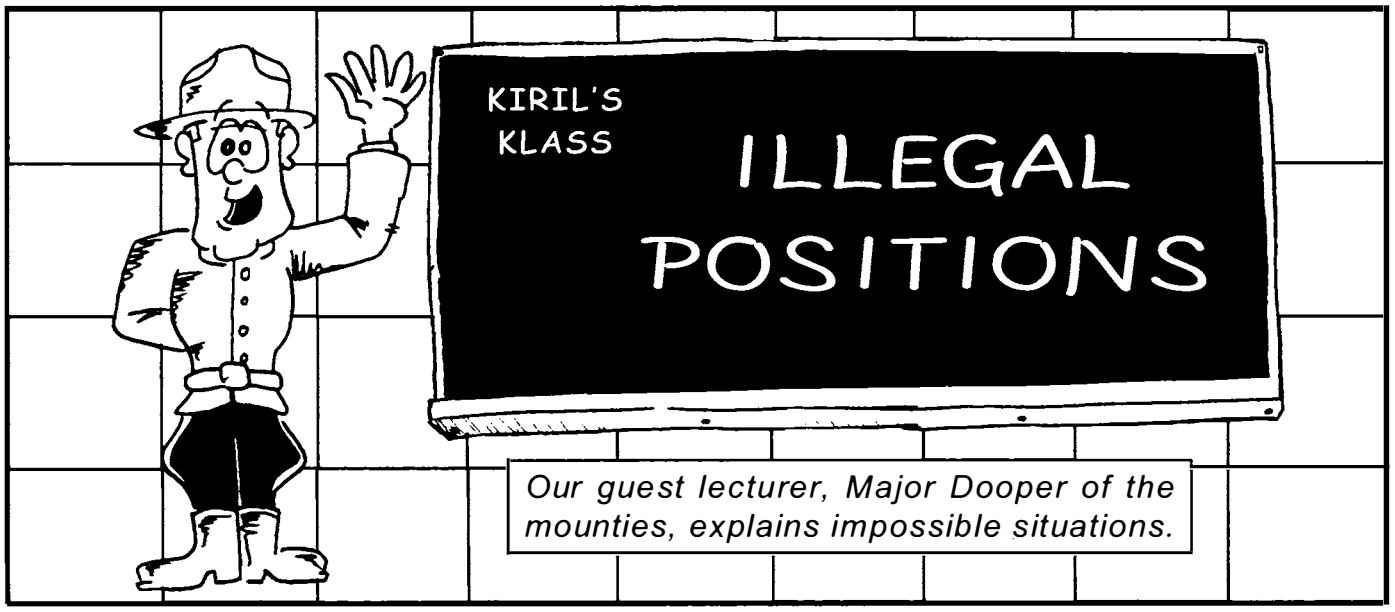
❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1



Our guest lecturer, Major Dooper of the mounties, explains impossible situations.

Many puzzles in this book require you to know what makes a position illegal. They include *Who's The Goof?*, *Switcheroos*, *Retros*, and *Maximizers*.

A chess position is illegal if it cannot be reached in a normal game that follows all the rules.

Let's start with six simple things that cause a position to be illegal:

1. King next to king.

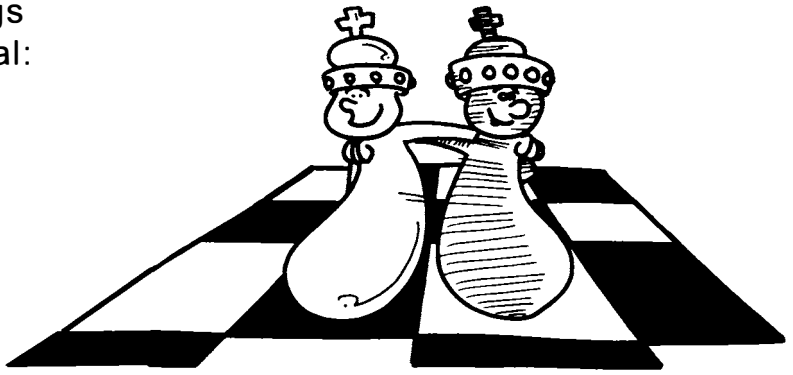
2. Both kings in check.

3. One player has no king.

4. One player has two kings.

5. Triple check.

6. Pawn on 1st or 8th rank.



Other things that can go wrong are more complicated. The possibility that a piece is a promoted pawn often determines whether a position is legal or not.

7. One player has two bishops on the same colour squares, and neither bishop is a promoted pawn. For example, if a player still has 8 pawns on the board, then a pawn promotion was impossible.

Even if some pawns are missing, other features in the position may show that there was no promotion. Imagine a situation where 3 captures are necessary to explain a promotion, but the opponent is only missing 2 pieces.

8. Too many pieces. This "violation" can take various forms. One player may have 9 pawns. Or 10 queens!

Here are two more typical cases of "excessive material":

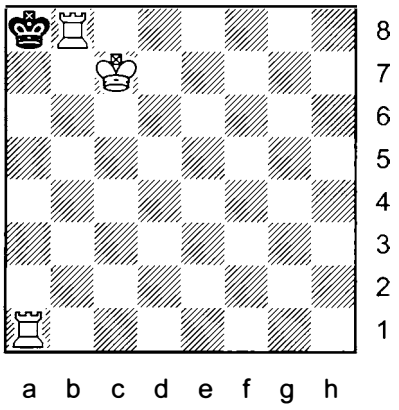
a. One player has 3 knights and a pawn promotion was impossible.

b. One player has 2 sets of doubled pawns, which would require 2 captures, but the opponent is only missing 1 piece.

9. Impossible bishop escape. A position is illegal if a bishop has moved from its original square when unmoved pawns still block its only way out. An example is a white bishop on d4 with pawns on b2 and d2, if it is impossible for the bishop to be a promoted pawn. The same kind of situation can happen with rooks. Similarly, a black bishop cannot be on a1 if there are white pawns on a2 and b2.

Some positions are illegal because of checks.

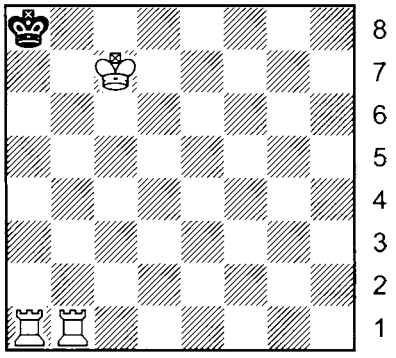
10. Impossible double check. A double check is only legal if it was possible for one of the checking pieces to move and uncover a check from the other piece. An illegal example is a white rook on a1 and a white bishop on e4 versus a black king on a8.

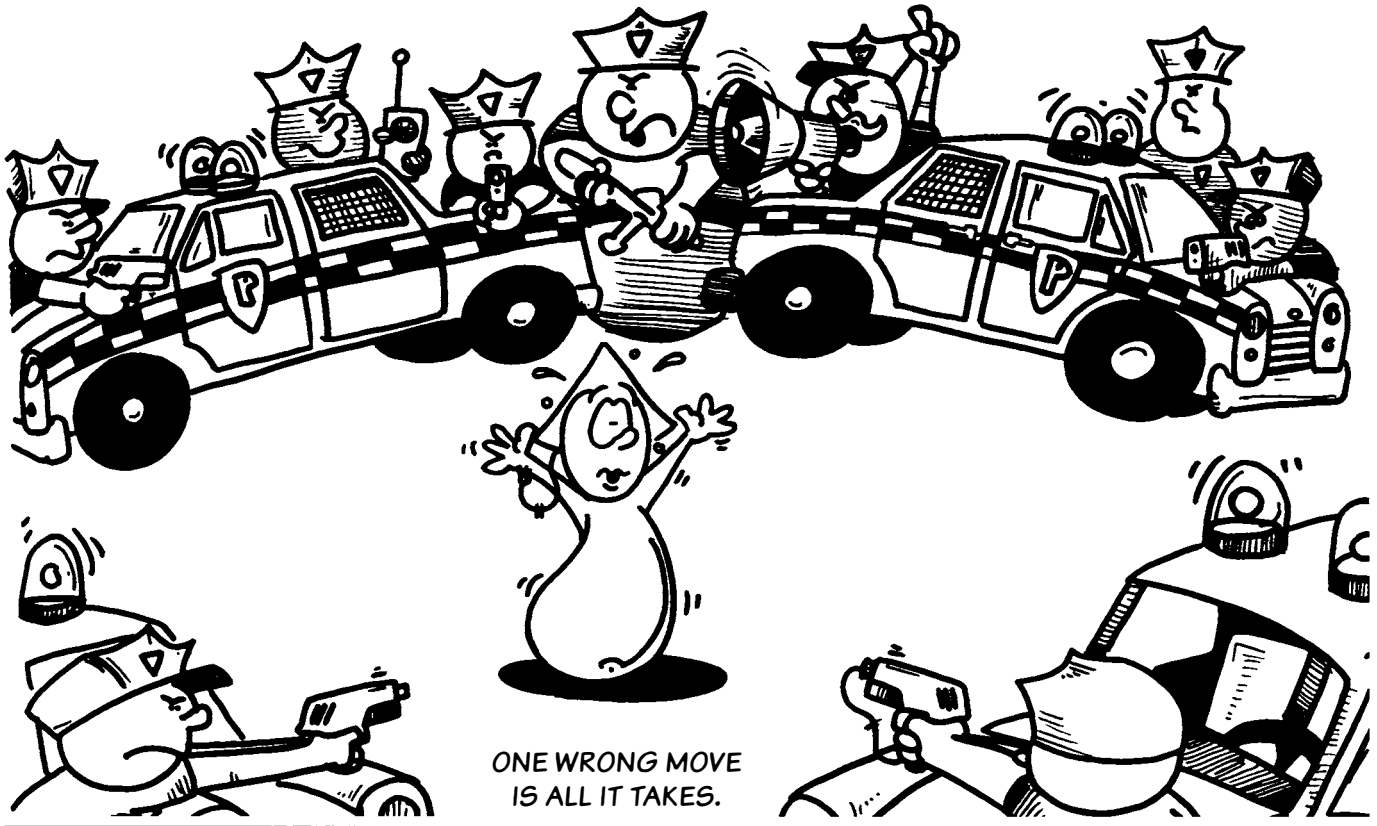


Sometimes a pawn promotion can create an unusual double check. In the upper diagram, black is legally in check by two rooks. The last move was a7xb8=R#. (Switch the colour of the pieces and the position is illegal, because a black pawn cannot promote on b8.)

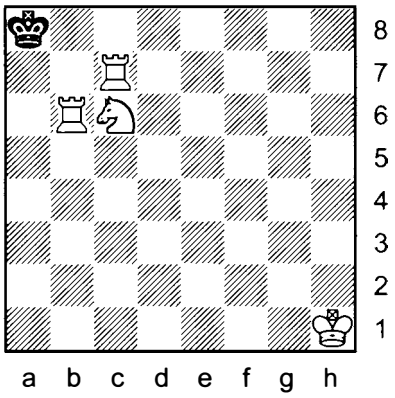
11. Impossible check. A position is illegal if a checking piece had no legal move to reach the square it is on.

In this diagram, black is in check by the rook on a1, but where did the rook come from? It had to be from somewhere on the a-file, which means it was already checking the black king before it moved. Therefore the position is illegal. (Switch the colour of the pieces and the position is legal. Last move: ...a2-a1=R#.)





12. No previous move.



Sometimes the legality of a position depends on whose turn it is. If it is black's turn in this diagram, we have a legal stalemate. The last move could have been the capture Rxb6.

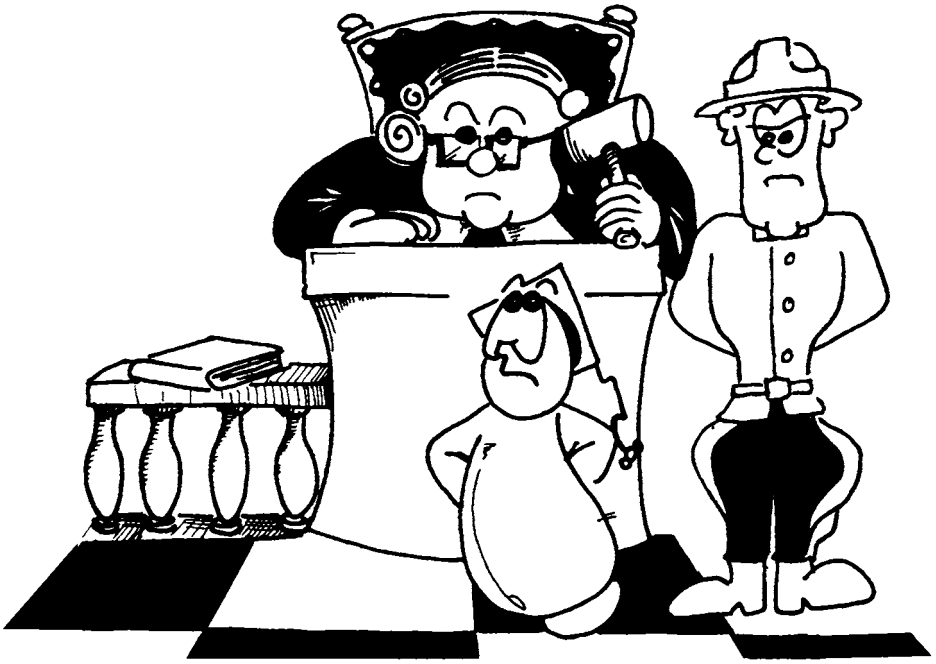
However, if it is white's turn, the position is illegal because black had no legal move on the previous turn. The only possible moves would be by the king from a7, b7, or b8. But the king would be in an impossible double check on each of those squares.

Understanding this kind of illegal position is especially important for the *maximizers.* In those puzzles, when you construct a position, always make sure that the black king had a legal move on the previous turn, and that he was not in an impossible double check.

In *retro* problems, the goal is to determine the previous moves. Eliminating illegal moves is an essential part of finding the solution. Here's a hint for your investigations: Don't forget about *en passant* captures. They can sometimes explain seemingly impossible situations.

There are other things, besides those listed here, that can make a chess position illegal. They can be quite tricky. We hope you have fun figuring them out in *Who's the Goof?!*

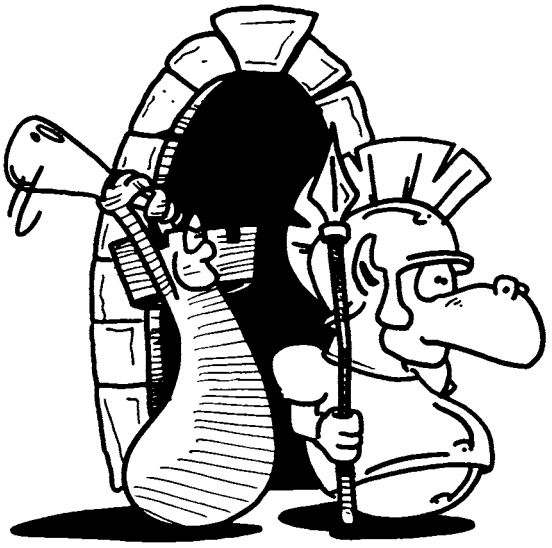
Crime fighters and chess detectives, I wish you the best of luck!

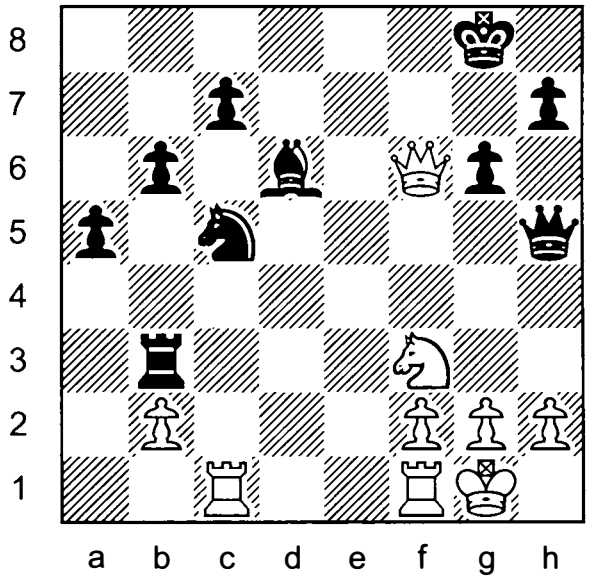


In case you were wondering. If an illegal position occurs in a tournament, the players must go back to the position where an illegal move was made and continue the game from that point. If they are not recording their moves, and it cannot be determined when the illegal move happened, then the game must start over from the beginning.

COMBO MOMBO!!

SPOTLIGHT ON DESTRUCTION



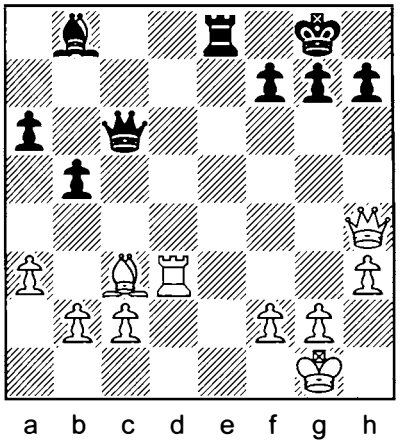


Hey there, kids! Are you ready to combo mombo?

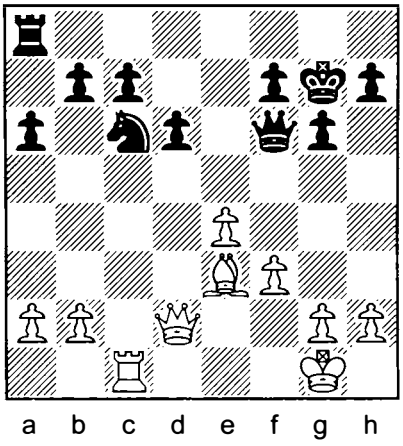
Our first theme is *destruction*. It's a simple idea. We see a good move but the opponent has a defense, so we sacrifice a piece to *destroy* the defender.

♔ In this position, black wants to mate by ...*Qxh2#*, but sees that the h-pawn is guarded by the knight on f3. So black *removes the guard* by 1...Rxf3! and scores the point after 2.Qxf3 Qxh2# (or 2.Qd8+ Rf8).

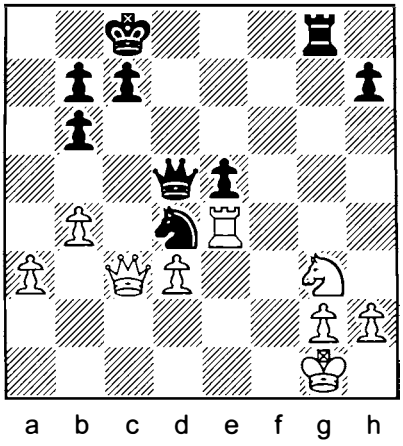
♔ White to move can also win by being destructive. 1.Rxc5! gets rid of the knight that guards b3 and e6. After 1...Bxc5 2.Qe6+ Kg7 3.Qxb3, white is up a rook.



❶ BLACK TO MOVE
Win Material



❷ WHITE TO MOVE
Win Material

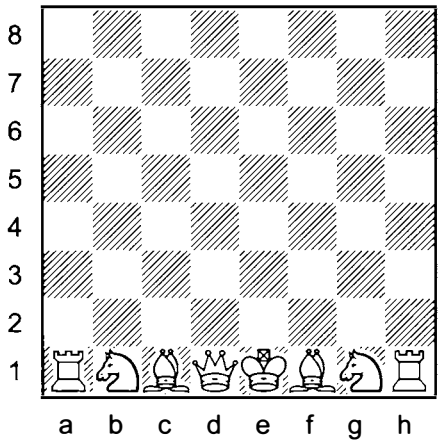


❸ BLACK TO MOVE
Win Material

LILY'S PUZZLERS

HI BOYS AND GIRLS!! On the first rank, the white pieces attack 41 squares. There are 23 squares which are not attacked, including a1 and h1. In this four part puzzler, your goal is to maximize and minimize these numbers.

Good luck! ☞ 278



A. Move each piece once so that the most squares are attacked.

B. Move each piece once so that the fewest squares are attacked.

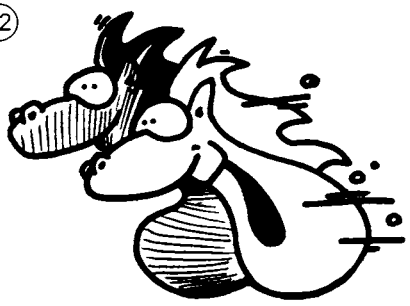
C. Rearrange the pieces on the first rank so that the most squares are attacked.

D. Rearrange the pieces so that the fewest squares are attacked.

Remember, a piece does not attack the square it stands on.

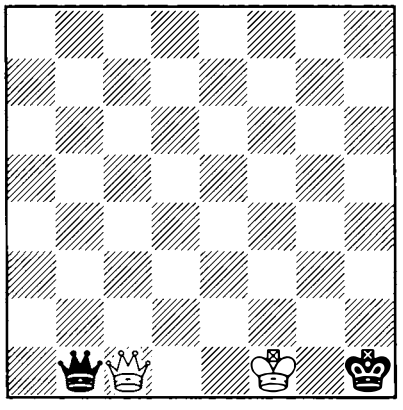
HELPMATES

(12)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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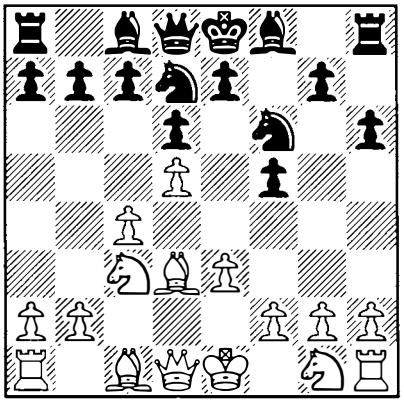

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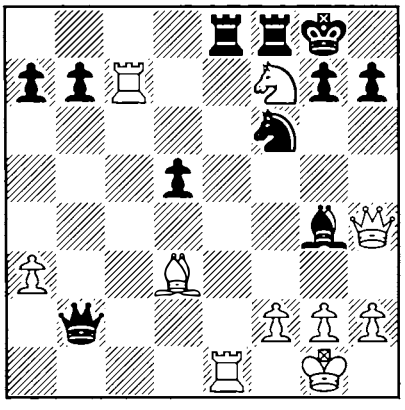
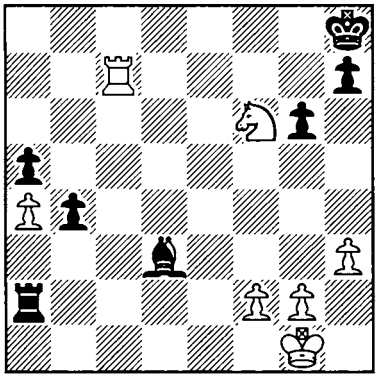


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

MATE in ONE #43

❶



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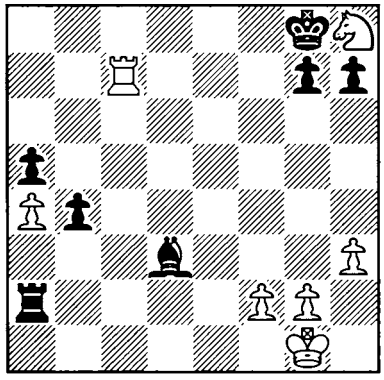

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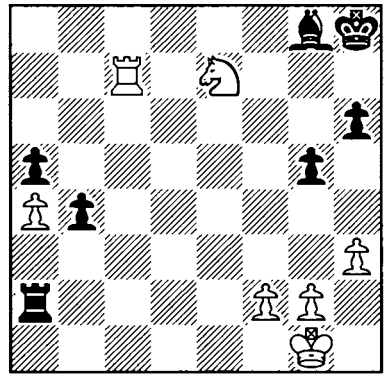

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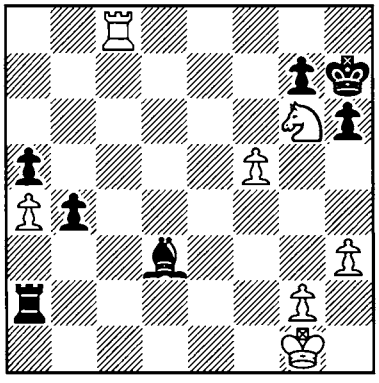

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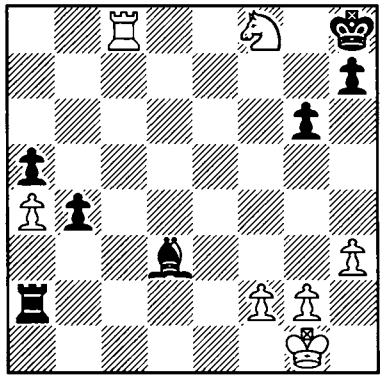

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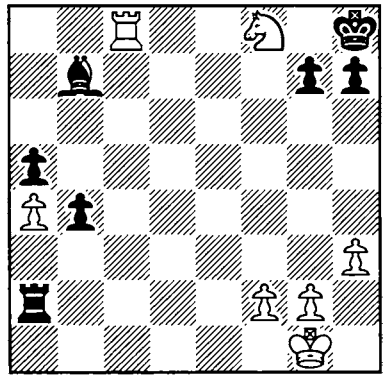

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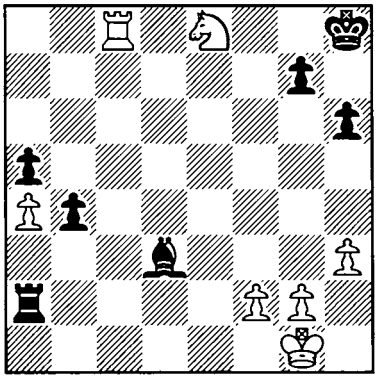

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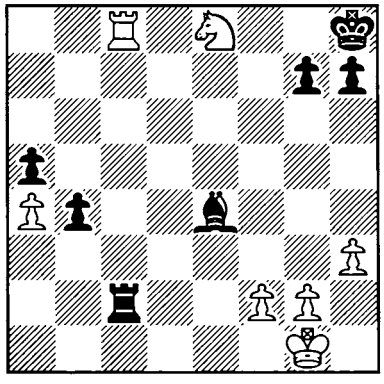

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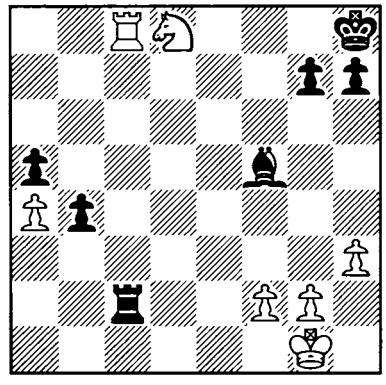
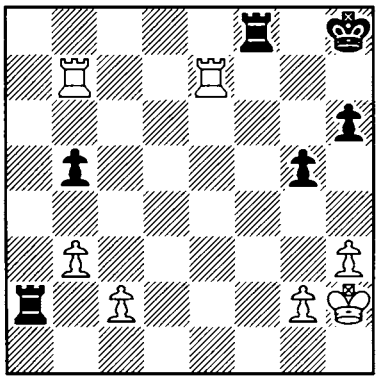


MATE in TWO #23

❶



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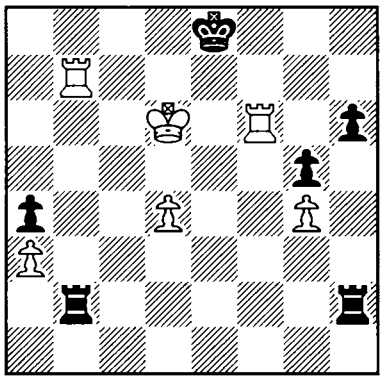

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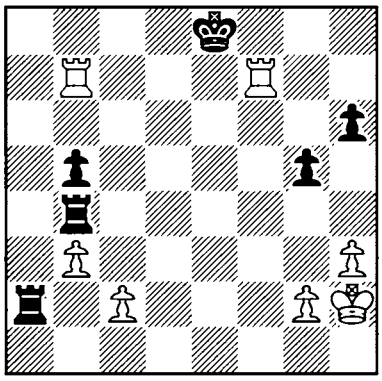

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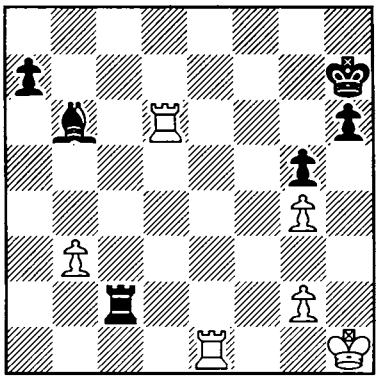

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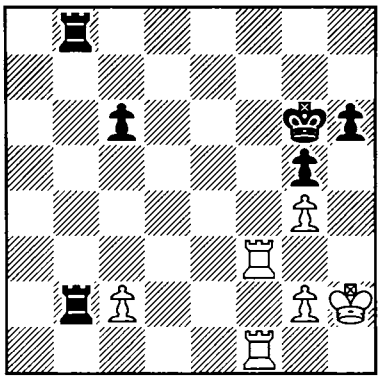

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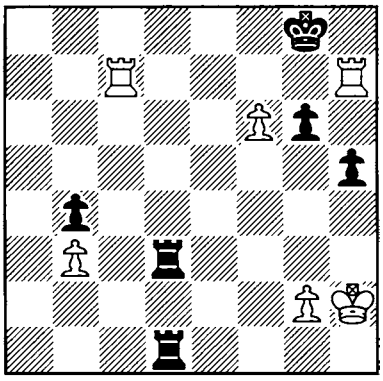

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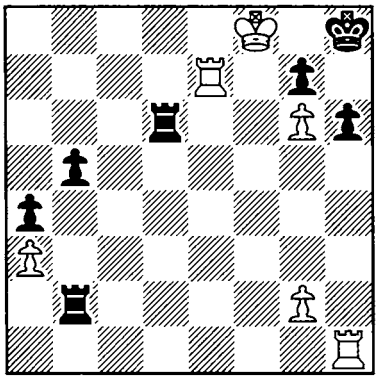

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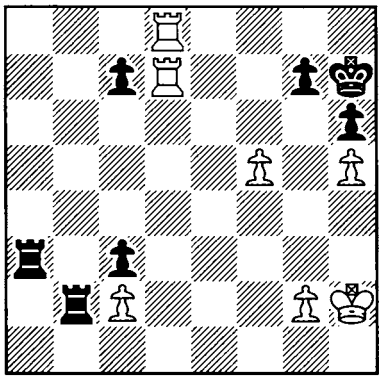

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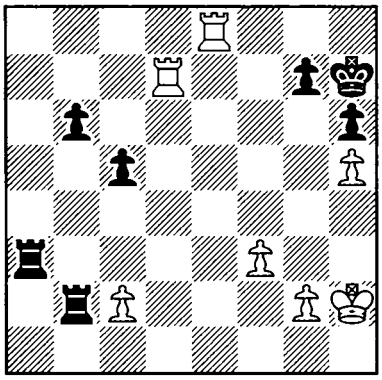
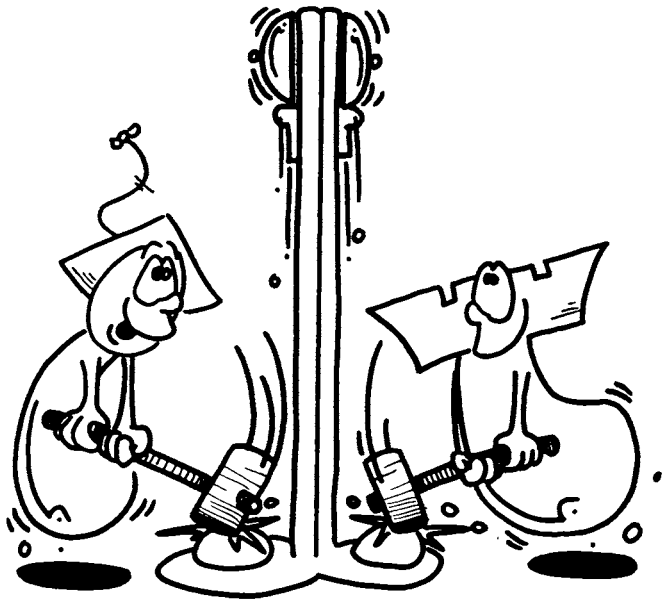
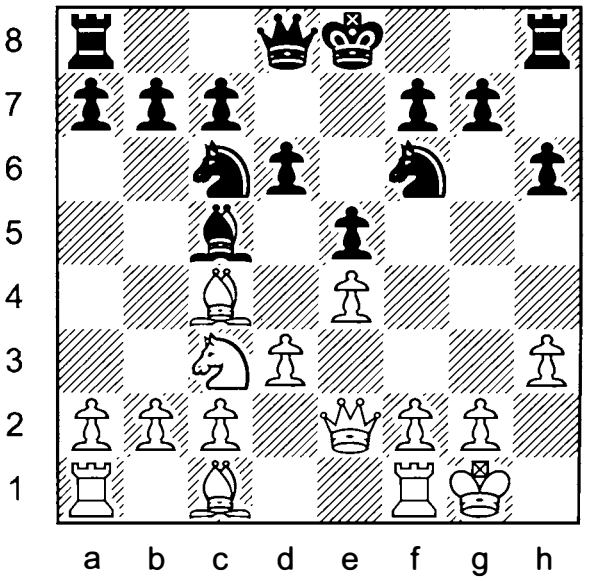


251 ☜ WHITE TO MOVE

LILY'S PUZZLERS





DOUBLE WHAMMY

WHITE PLAYS TWO MOVES IN A ROW TO CHECKMATE THE BLACK KING. THE FIRST MOVE MAY NOT BE CHECK.

HI BOYS AND GIRLS!!

Wouldn't it be great if we could make two moves in a row sometimes? That is exactly what you do in these puzzles.

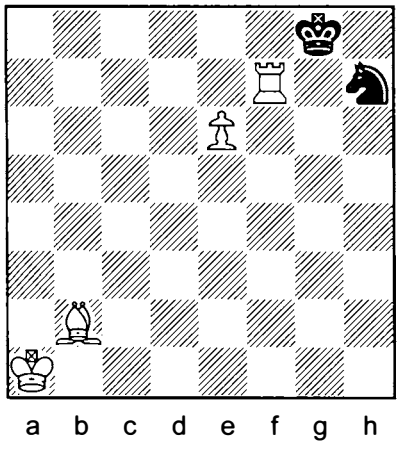
White plays twice in a row to mate black. The first move may not be a check. Either move may be a capture. Black doesn't get a turn.

In the example given above, White wins the prize with 1.Qh5 and 2.Qxf7#. Wham, bam, thank you, Sam!

Chess composers call this kind of problem a *series mate in 2*. But we think "double whammy" is much cooler!

☞ 277 (1)

❶



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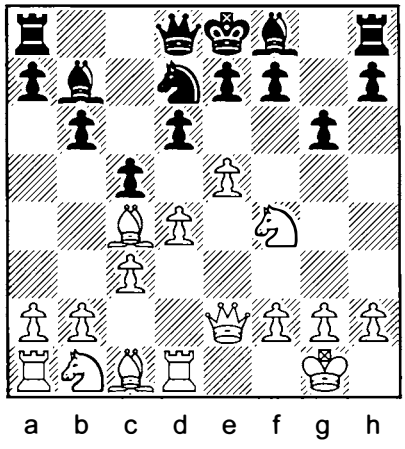

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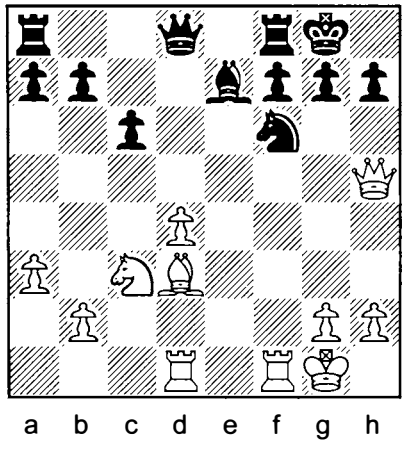
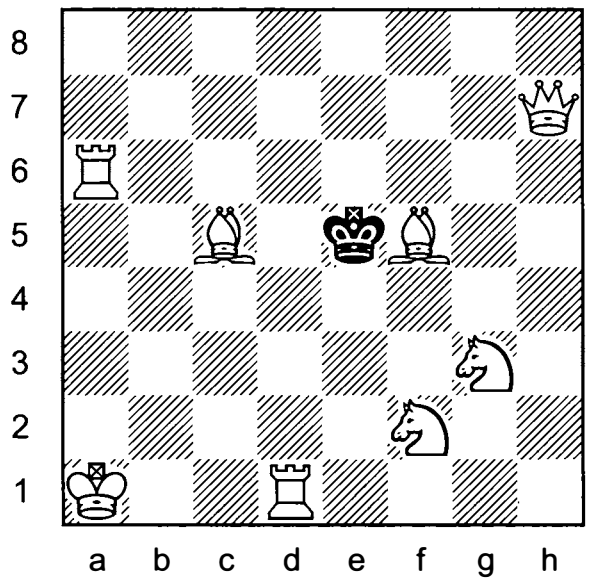


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

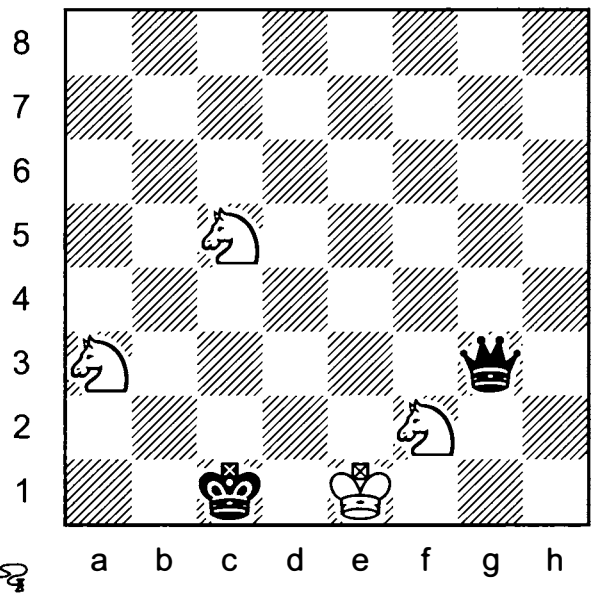
KIRIL'S KONTEST 43

❶



WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

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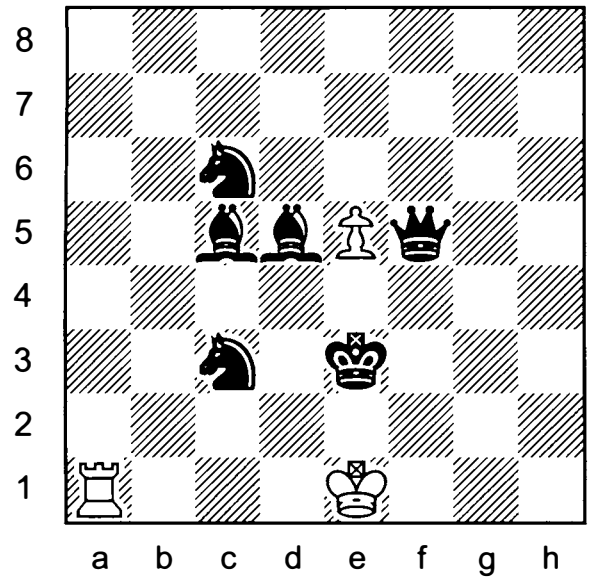
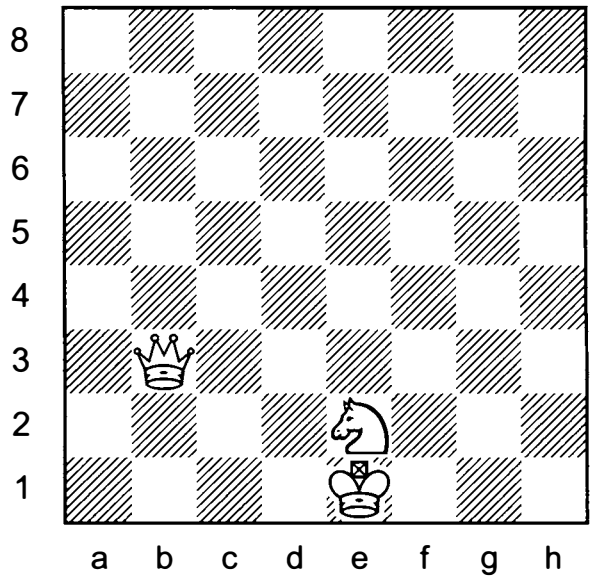


ROOK MAZE IN 8

Only the white rook moves. Capture the black king in eight moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

Place the black king in:

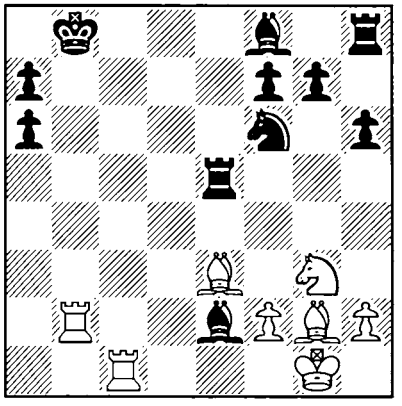
A checkmate
B stalemate
C mate in 1

Switcheroos

22

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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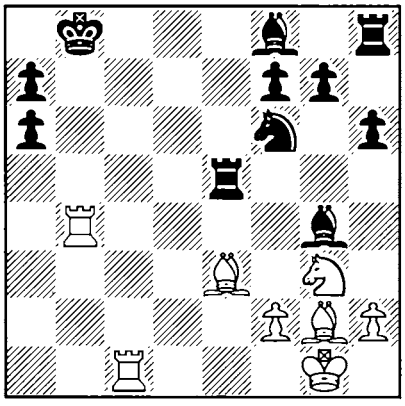

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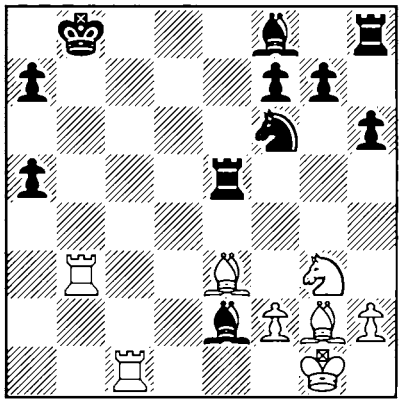

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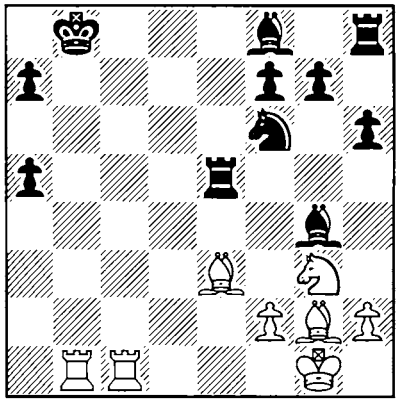

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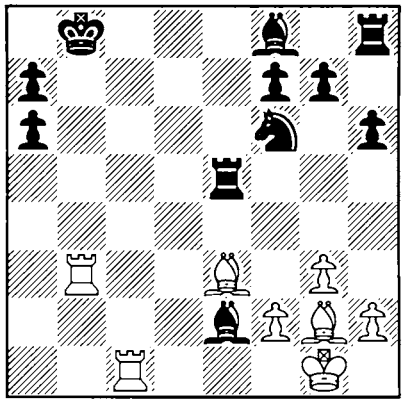

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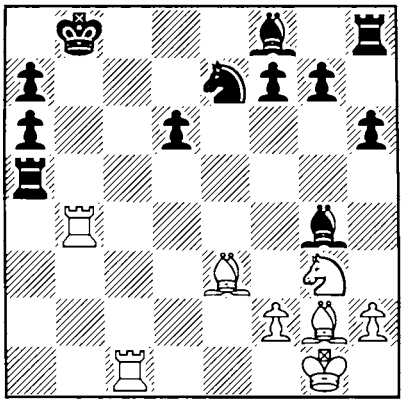
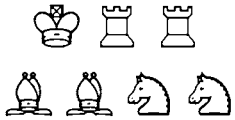


Lily's Puzzlers



PLACE A KING, 2 ROOKS, 2 BISHOPS, AND 2 KNIGHTS ON THE BOARD SO THAT ...

A. they have the most possible moves.

B. they have the fewest possible moves.

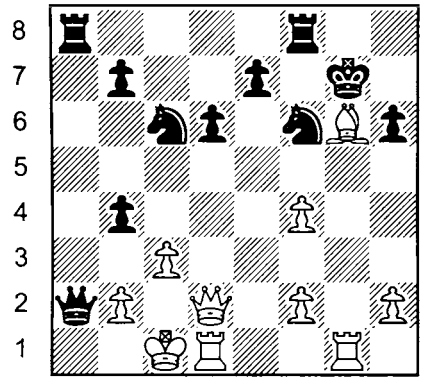
C. they form a "defensive loop".

Each piece guards exactly one other piece. No piece is guarded twice. Piece #1 guards piece #2, piece #2 guards #3, ..., and piece #7 guards #1. ☞ 278

TACTICS 101

(35)

WHITE TO MOVE **FIND the DISCOVERED CHECKS** *WIN MATERIAL*



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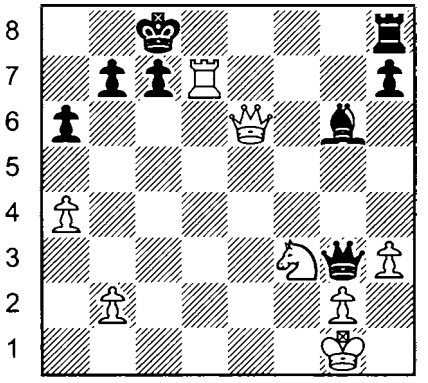

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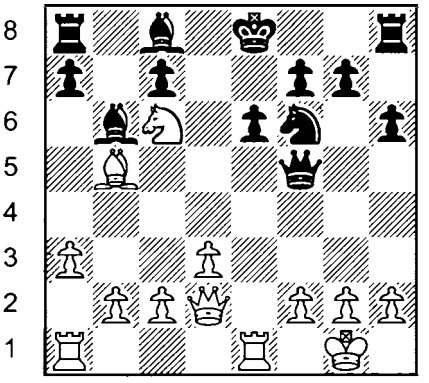

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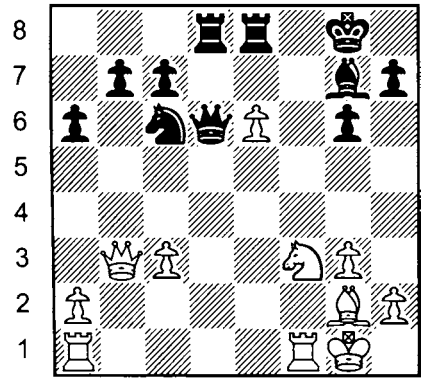

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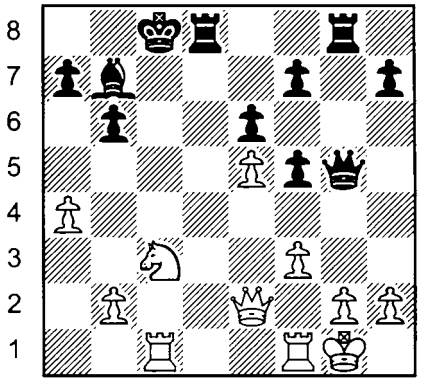

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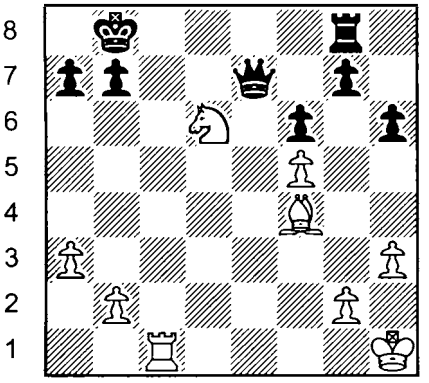

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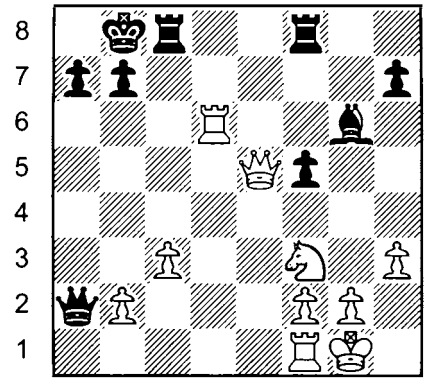

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FIND 2
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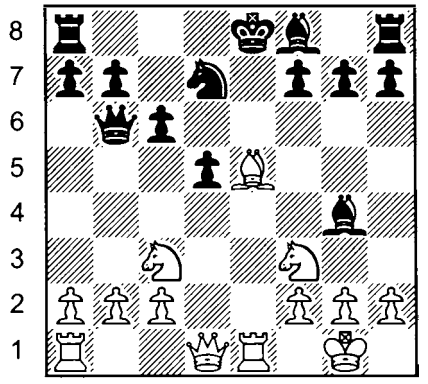

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FIND 3
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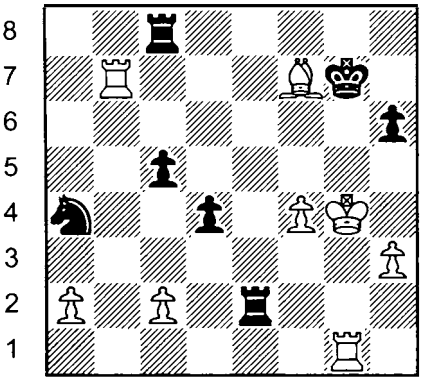
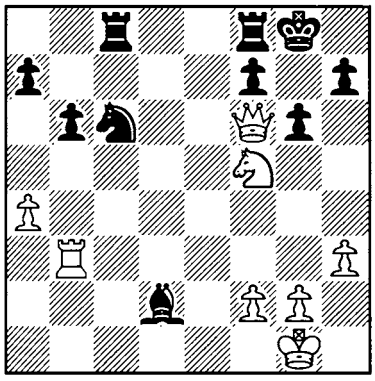


❾

FIND 5
DISCOVERED CHECKS

MATE in ONE #44

❶



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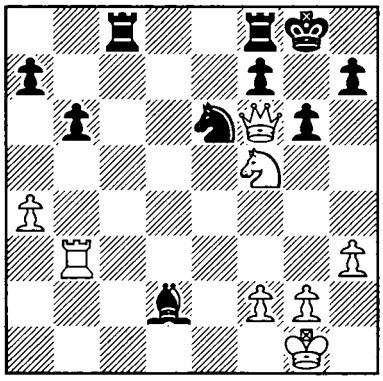

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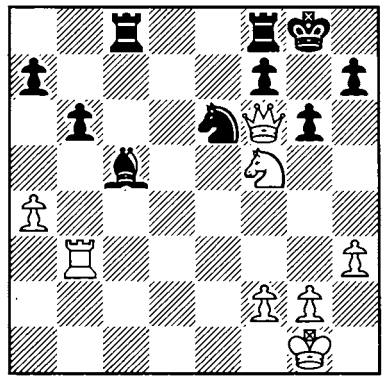

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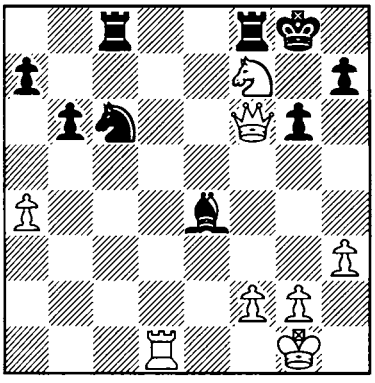

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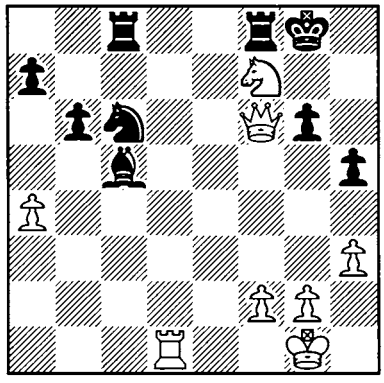

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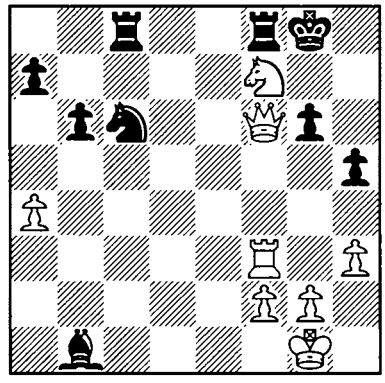

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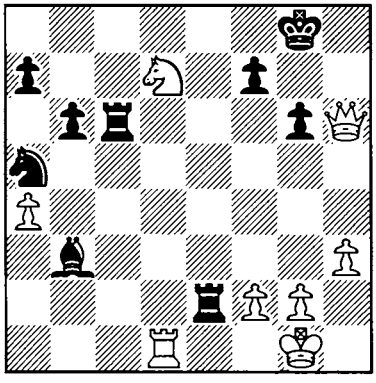

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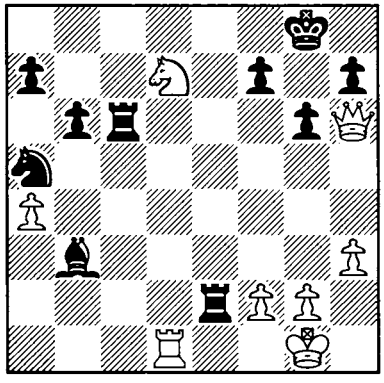

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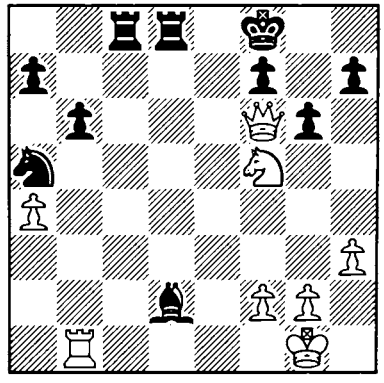
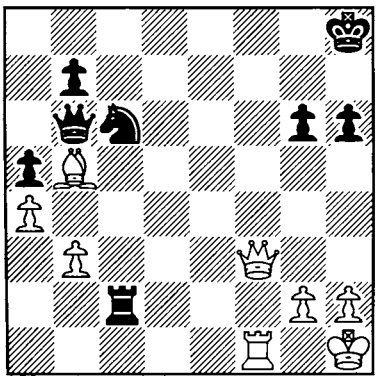


WHITE TO MOVE ☞ *250*

MATE in TWO #24

❶



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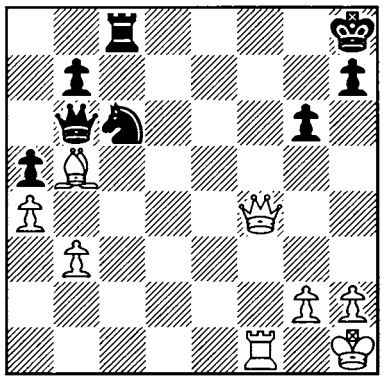

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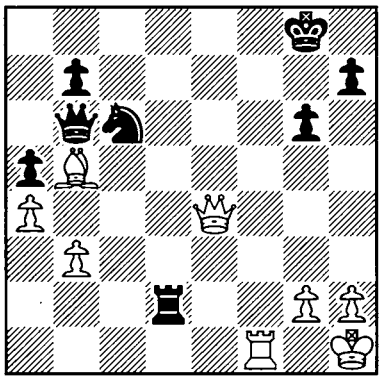

a b c d e f g h

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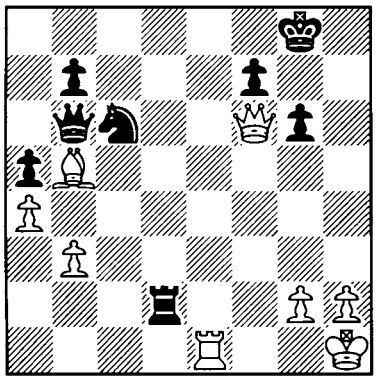
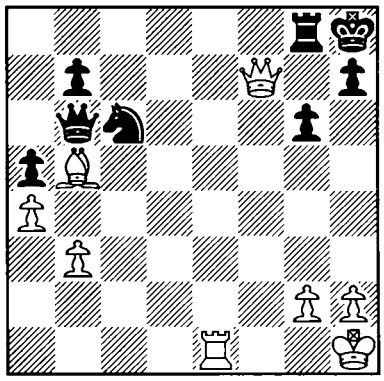


a b c d e f g h

❺



a b c d e f g h

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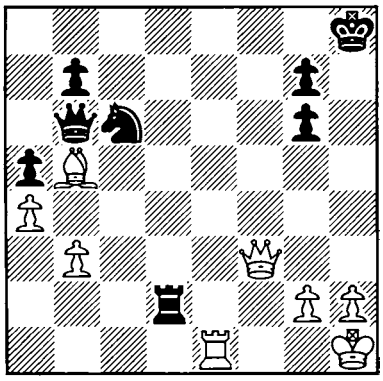

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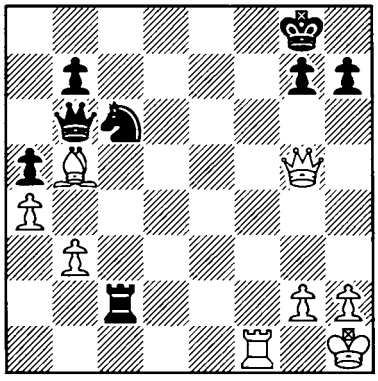

a b c d e f g h

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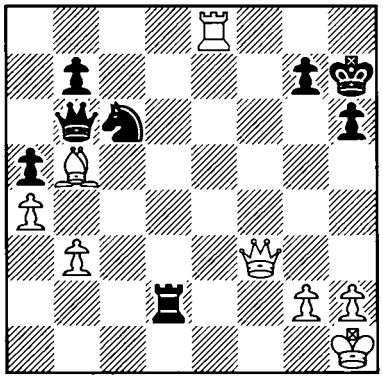
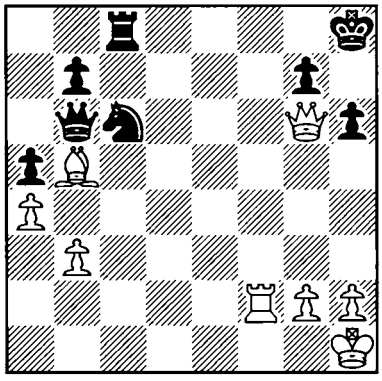


a b c d e f g h

❾

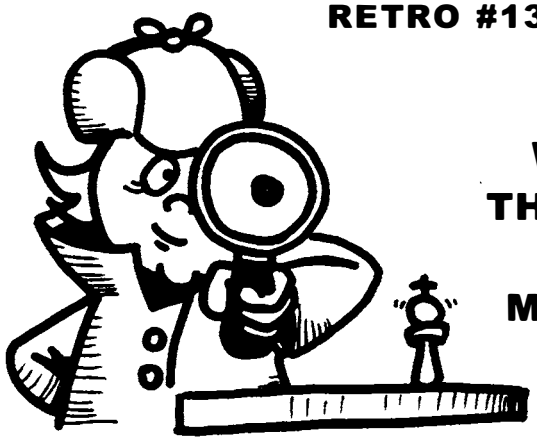


a b c d e f g h

251 ☜ WHITE TO MOVE

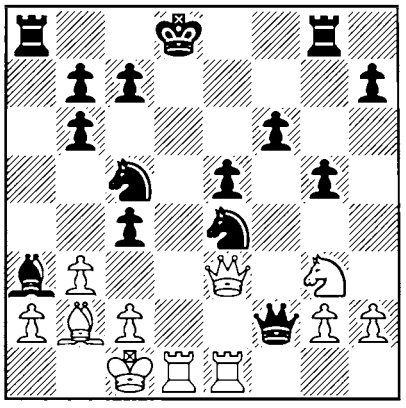
LILY'S PUZZLERS

RETRO #13



WHAT WERE THE LAST TWO MOVES?

❶



HI BOYS AND GIRLS!!

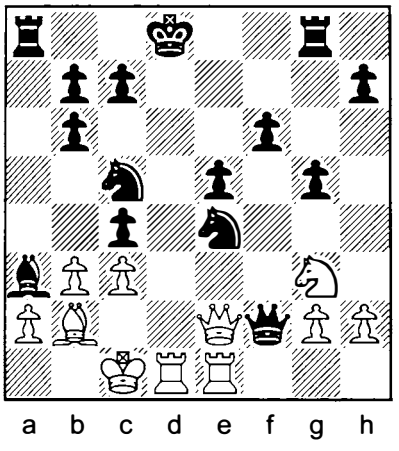
Let's play detective. We have some mysteries to solve. Your assignment is to figure out which two moves were just played, one by each side. If there was a capture, you should say which piece was taken. The positions are all legal, and could be reached in a normal game. But don't be surprised if some of the moves are very weird!

This kind of problem is called "retrograde analysis". The word 'retro-' means "back". Instead of thinking ahead, like we usually do in chess, we have to think backwards!

Most of the clues in *retro puzzles* are checks or captures. Ask yourself questions like these: If a king is in check, where did the checking piece come from? Was either king already in check before that move? If there was a double check, was it made by a legal move? If there was a capture, which pieces were already taken? Could there be a promoted pawn?

Only a true detective can find out the truth. Good luck! ☞ 291

❷



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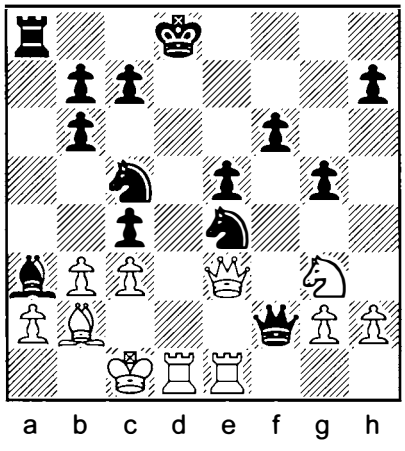

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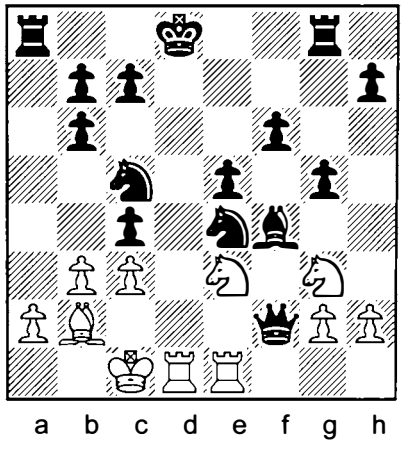
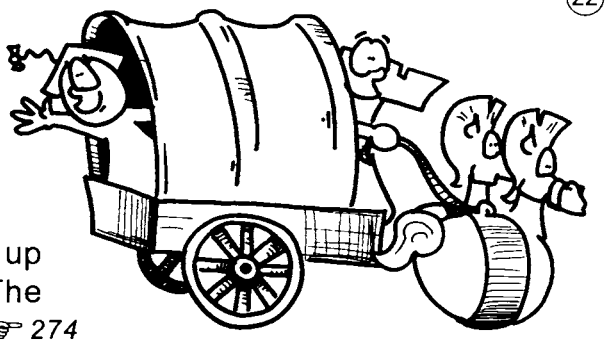


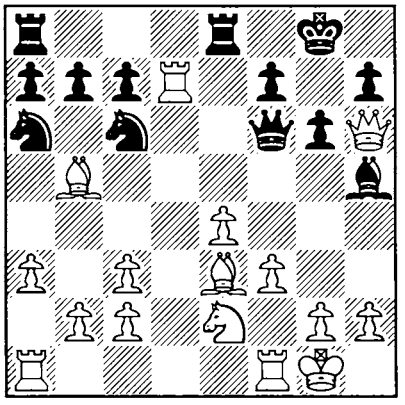
WHAT WERE THE LAST 2 MOVES? If there was a capture, what was captured?

WHO'S THE GOOF?



Hey there, chess brainers! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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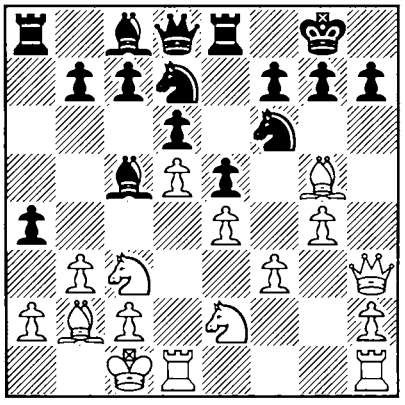

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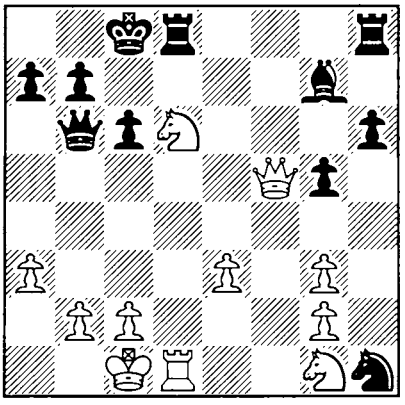
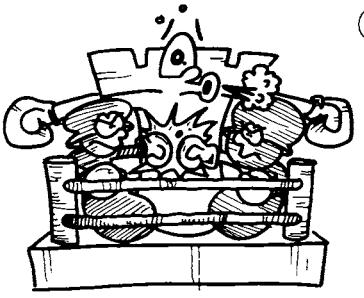
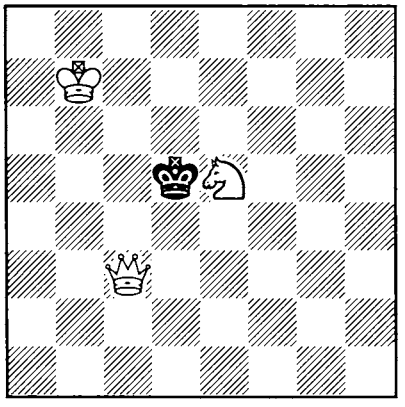


DOUBLE WHAMMY



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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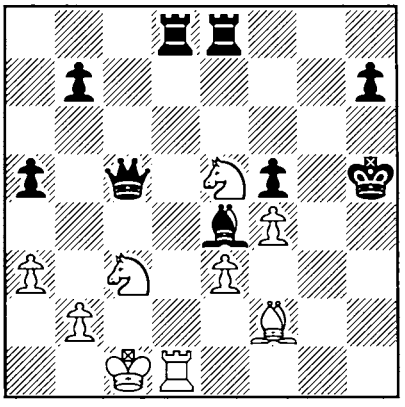

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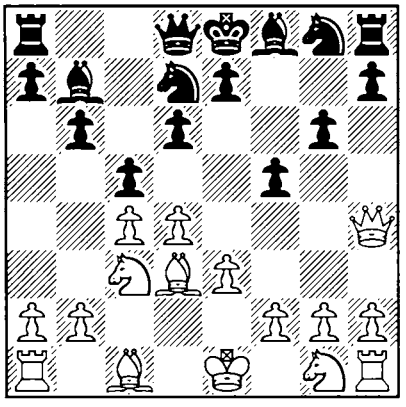
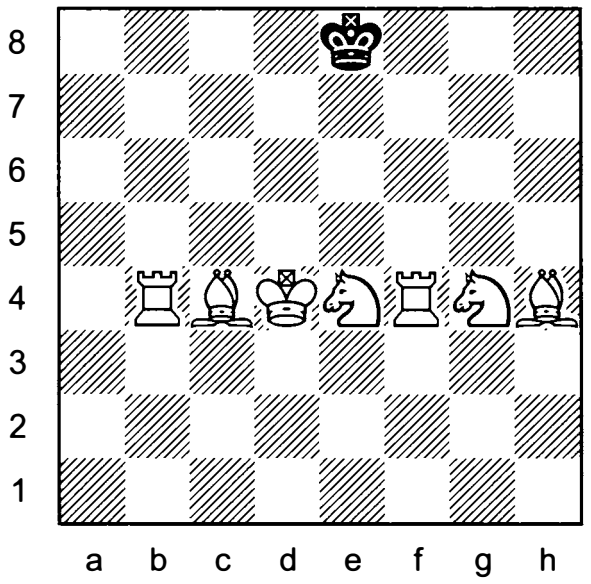


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

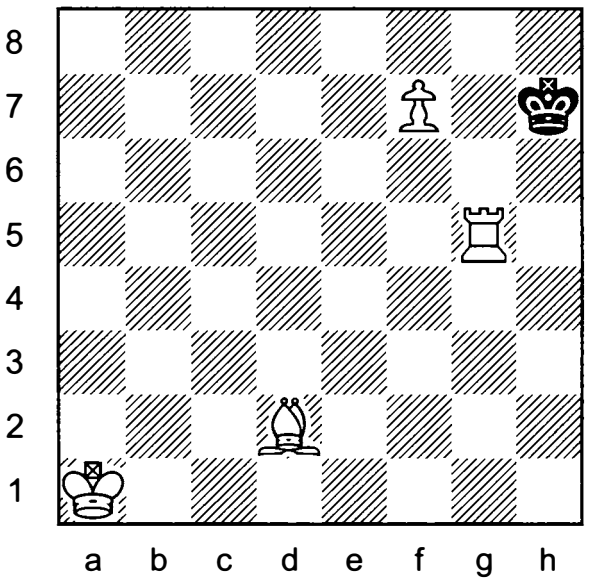
KIRIL'S KONTEST 44

❶



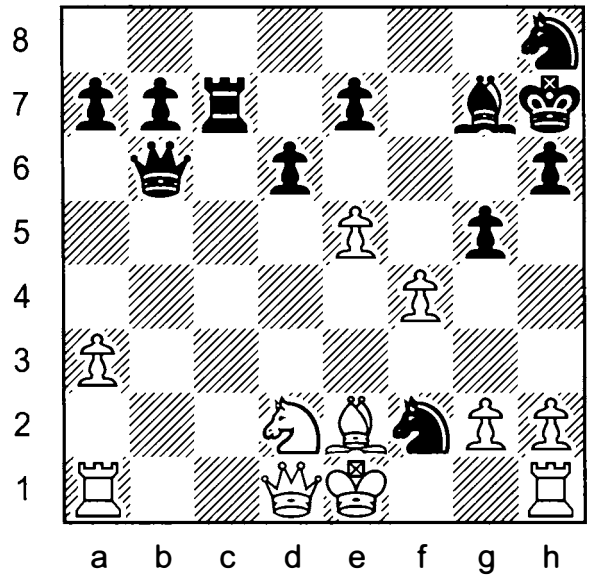
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

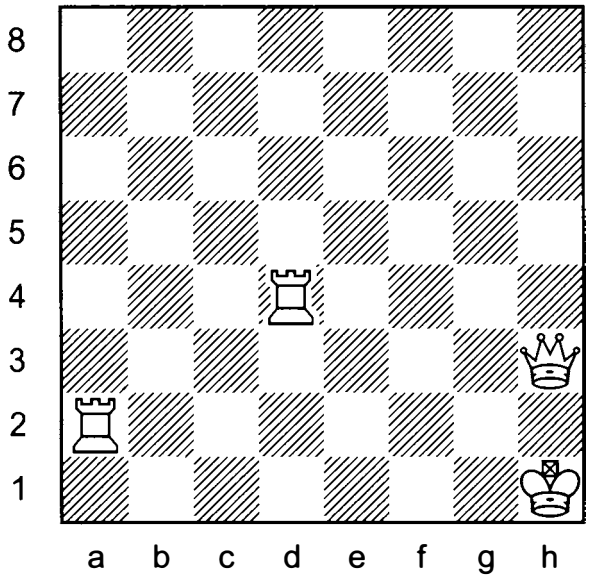
❸



QUEEN MAZE IN 8

Only the white queen moves. Capture the black king in eight moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

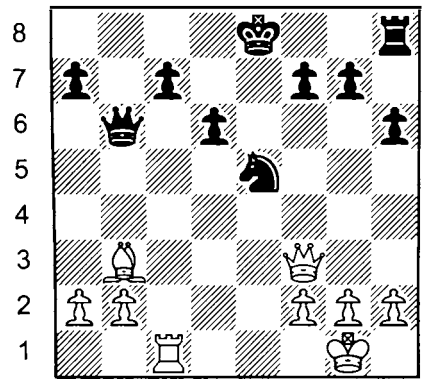
Place the black king in:

A checkmate
B stalemate
C mate in 1

TACTICS 101

(36)

WHITE TO MOVE **FIND the X-RAYS** *WIN MATERIAL*



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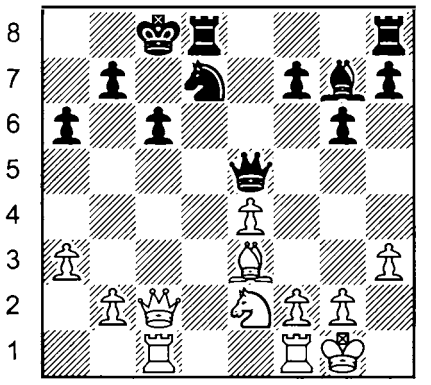

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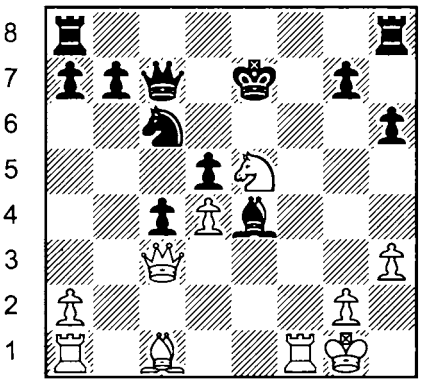

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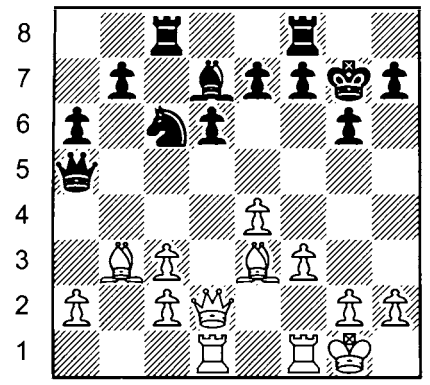

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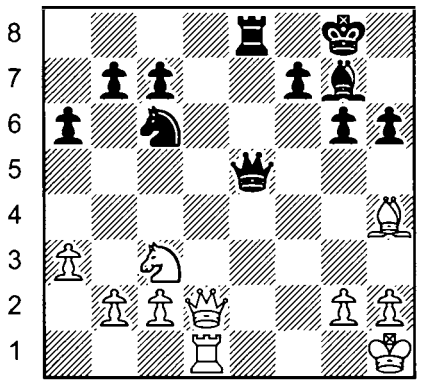

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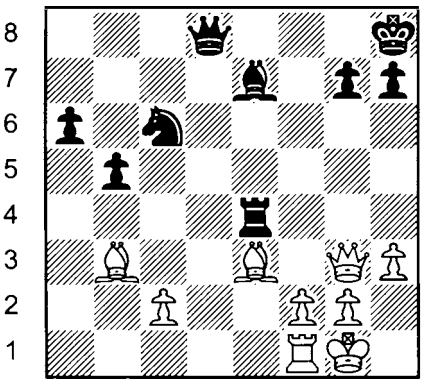

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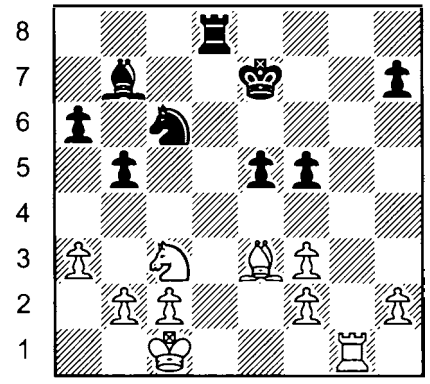
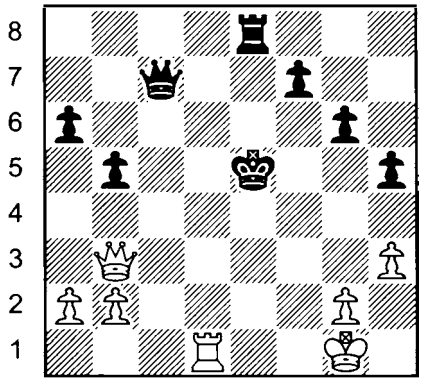
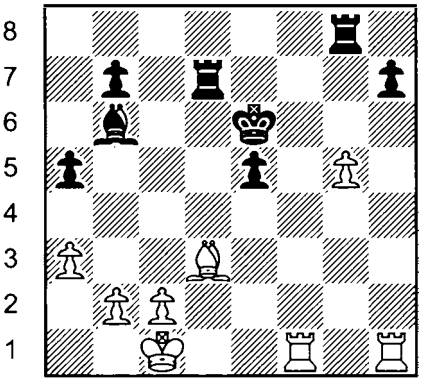


❼ FIND 2 X-RAYS



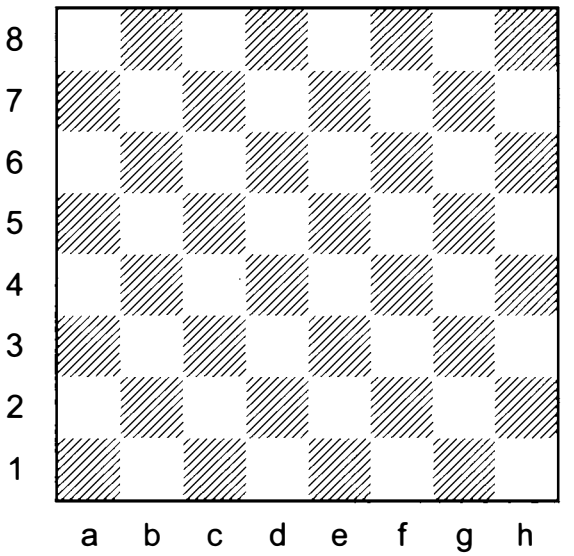
❽ FIND 3 X-RAYS



❾ FIND 4 X-RAYS

LILY'S PUZZLERS

MAXIMIZER #6



HI BOYS AND GIRLS!!

In these puzzles, you have to make up your own positions! We call them "maximizers" because the goal is to give white the maximum number of *mates in 1*. You might be surprised at how many mates there can be in a single position.

Each maximizer uses a different group of pieces and has two parts. In part 1, discovered checks are not allowed. In part 2, they are allowed.

Positions must be legal. Make sure they could happen in a "real game". Ask yourself what the last two moves might have been. The usual thing that makes a position illegal is that the black king was in an impossible double check.

Can you set a new "max" record?

Good luck!

LILY'S RECORDS ☞ 281

More about Maximizers ☞ 281

USING THE PIECES SHOWN BELOW, MAKE UP POSITIONS WITH THE MOST POSSIBLE MATE IN 1's

A. ♔ ♕ ♕ ♖ ♗

1. without discovered checks
2. discovered checks allowed

B. ♔ ♕ ♕ ♖ ♘

1. without discovered checks
2. discovered checks allowed

C. ♔ ♕ ♕ ♗ ♘

1. without discovered checks
2. discovered checks allowed

D. ♔ ♕ ♕ ♗ ♗

1. without discovered checks
2. discovered checks allowed

E. ♔ ♕ ♕ ♘ ♘

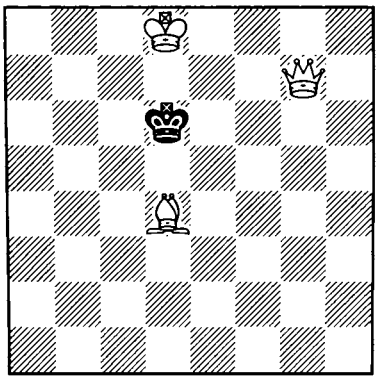
1. without discovered checks
2. discovered checks allowed

F. ♔ ♕ ♕ ♖ ♖

1. without discovered checks
2. discovered checks allowed

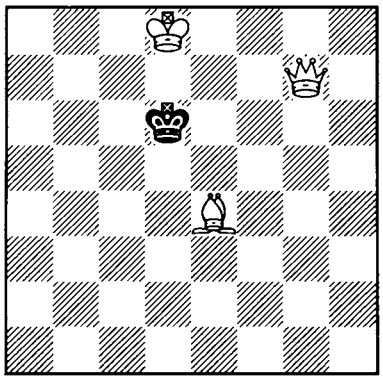
MATE in ONE #45

❶



a b c d e f g h

❷



a b c d e f g h

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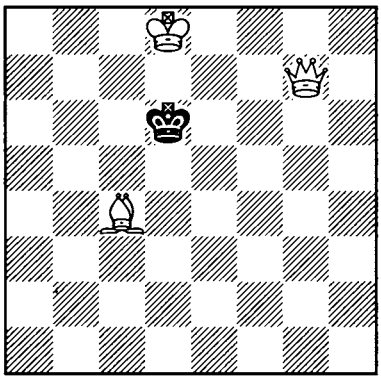

a b c d e f g h

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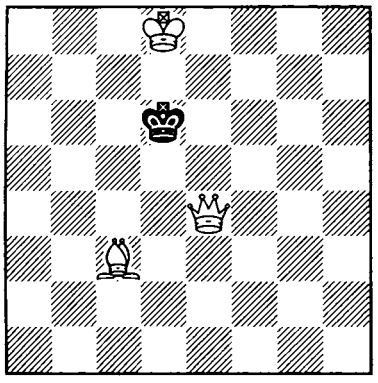

a b c d e f g h

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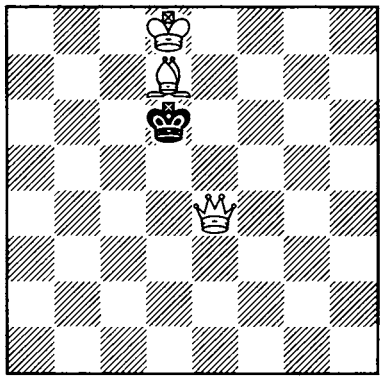

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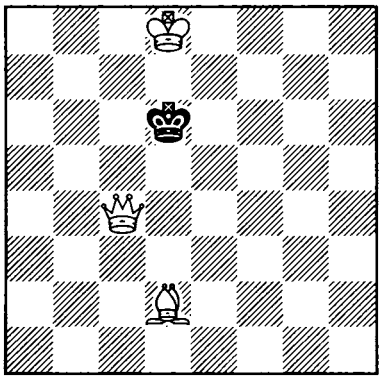

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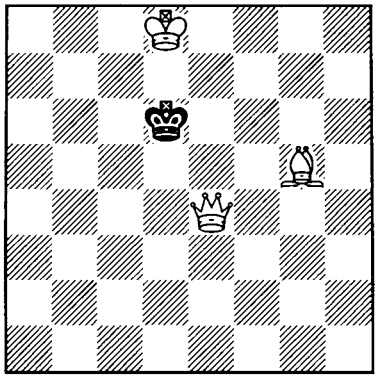

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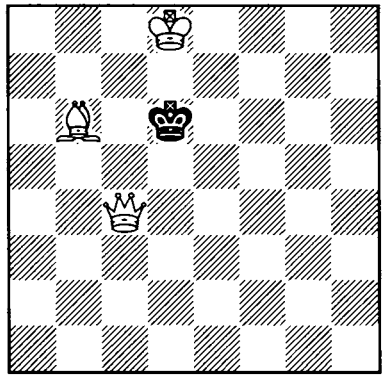

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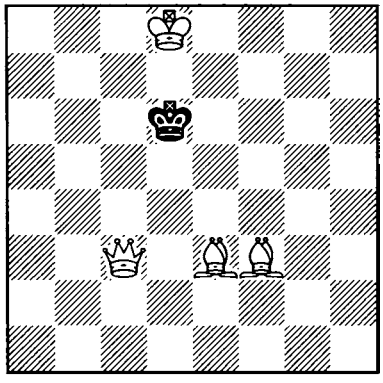
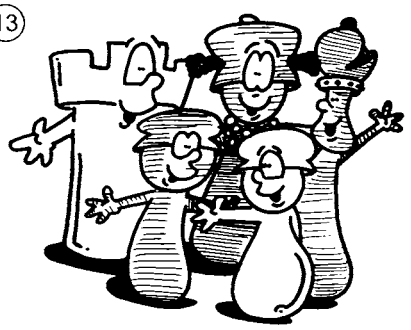


a b c d e f g h

250 ☜ WHITE TO MOVE

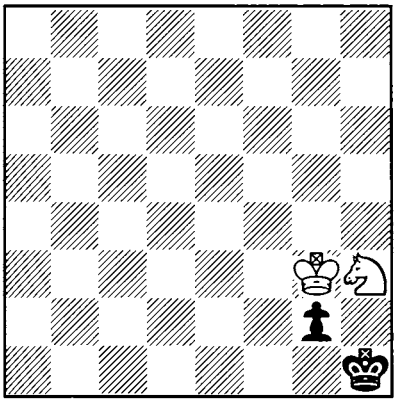
HELPMATES

(13)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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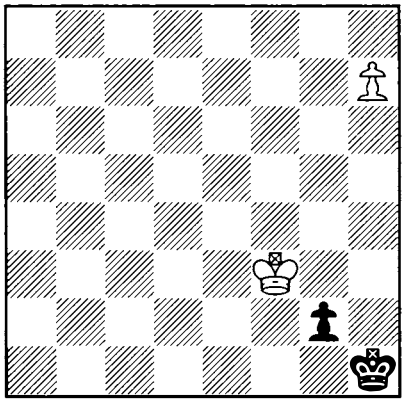

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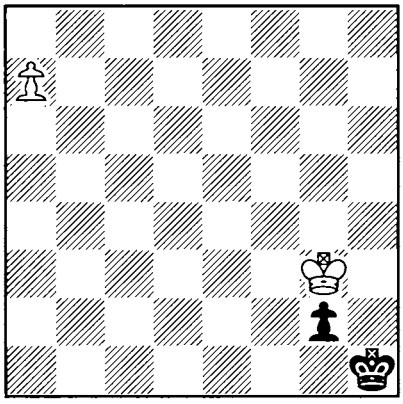


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

CHESS-O-WORD

(38)

DO YOU KNOW THE KINGS OF CHESS?

In this word search, you are looking for the names of the 15 world chess champions.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be five letters not circled. Unscramble those 5 letters to answer the riddle.

STEINITZ
LASKER
CAPABLANCA
ALEKHINE
EUWE
BOTVINNIK
SMYSLOV
TAL
PETROSIAN
SPASSKY
FISCHER
KARPOV
KASPAROV
KRAMNIK
ANAND

A	L	E	K	H	I	N	E	K	P
C	S	R	R	Y	R	E	W	U	E
N	T	E	A	K	E	K	N	V	T
A	E	H	M	S	K	A	O	O	R
L	I	C	N	S	S	R	S	L	O
B	N	S	I	A	A	P	T	S	S
A	I	I	K	P	L	O	A	Y	I
P	T	F	S	S	I	V	L	M	A
A	Z	A	N	A	N	D	G	S	N
C	K	I	N	N	I	V	T	O	B

RIDDLE :

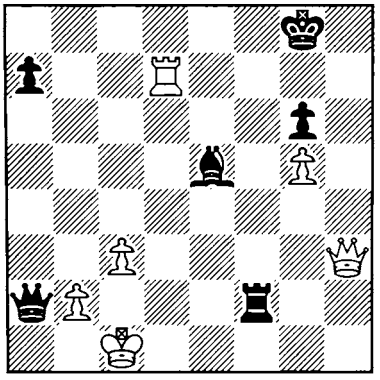
Which hockey team is the best at chess?

_ _ _ _ _

☞ 303, 305

MATE in TWO #25

❶



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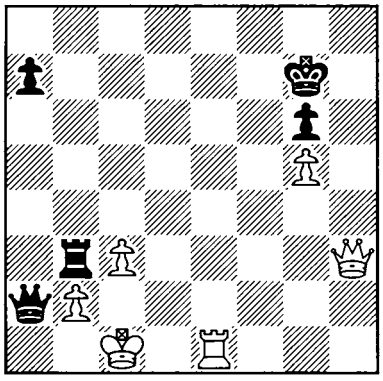

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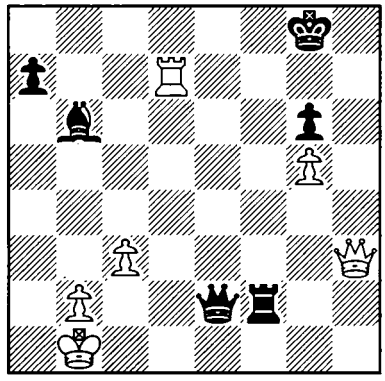

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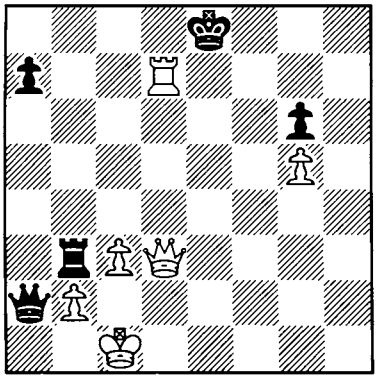

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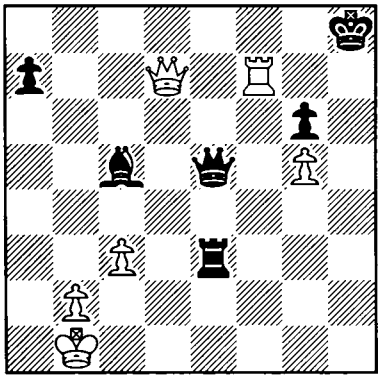

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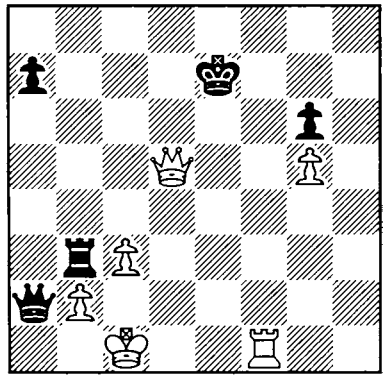

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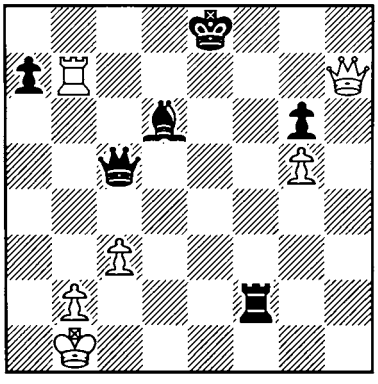

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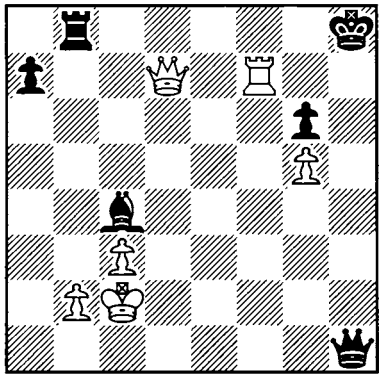

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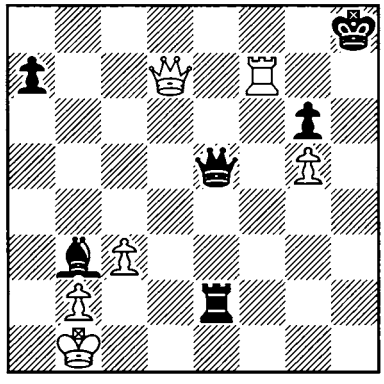
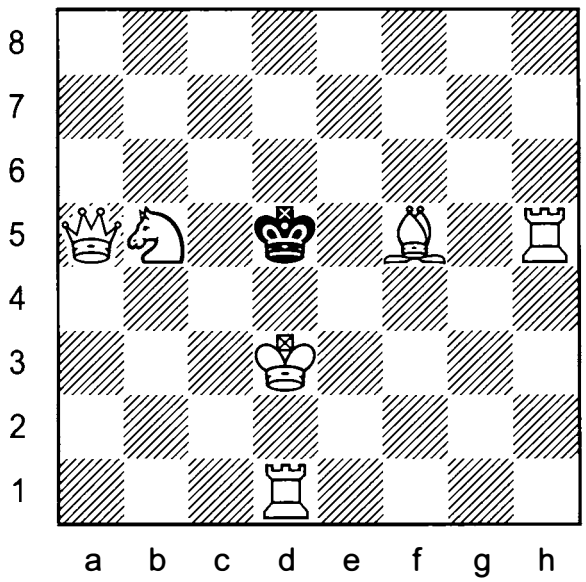


251 ☜ WHITE TO MOVE

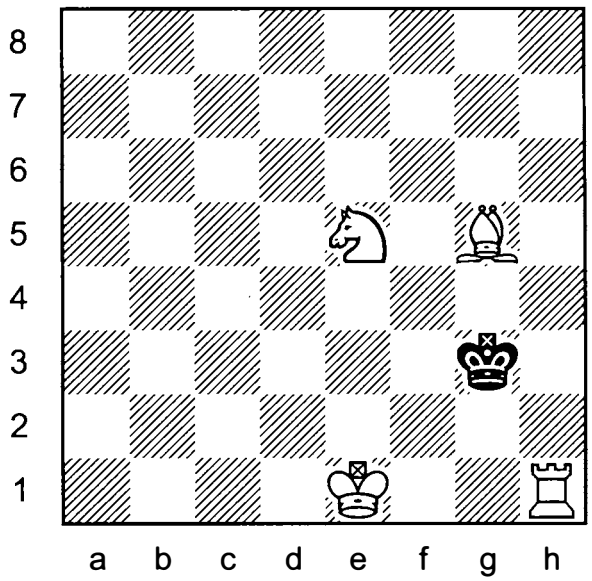
KIRIL'S KONTEST 45

❶



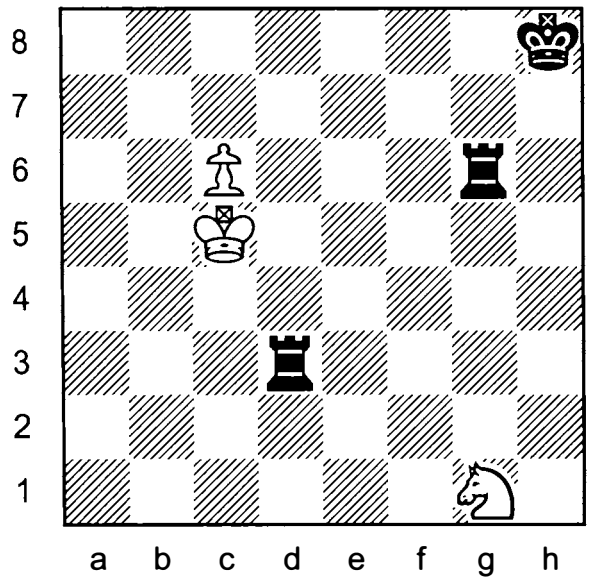
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

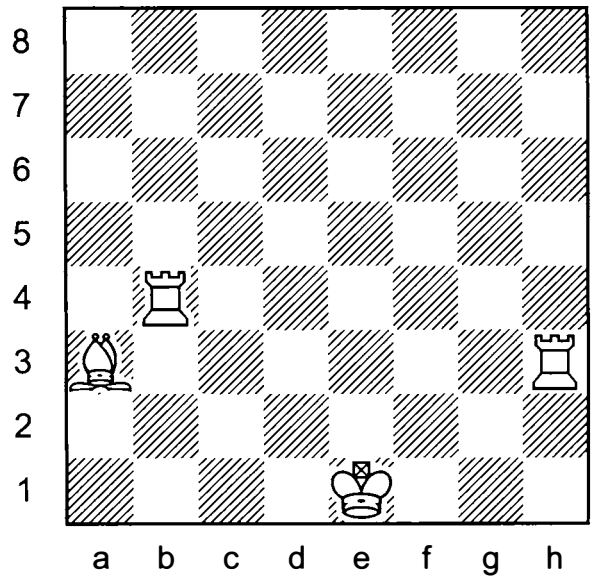
❸



KNIGHT MAZE IN 12

Only the white knight moves. Capture the black king in twelve moves or less, without taking any pieces or moving where the knight can be taken.

❹



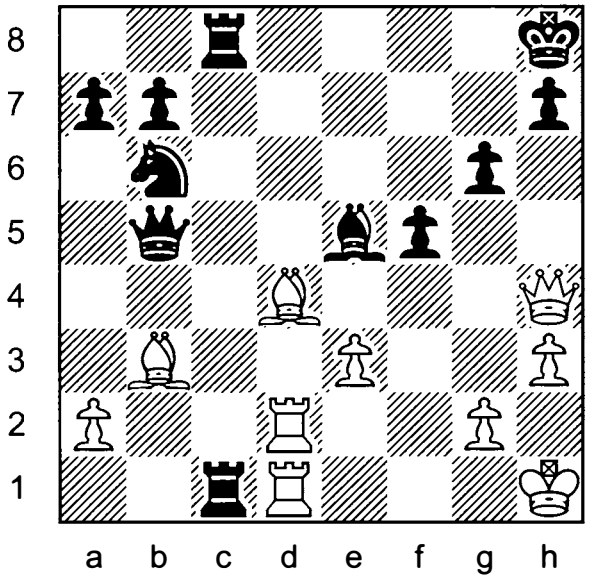
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

COMBO MOMBO!!

SPOTLIGHT ON X-RAY PROTECTION

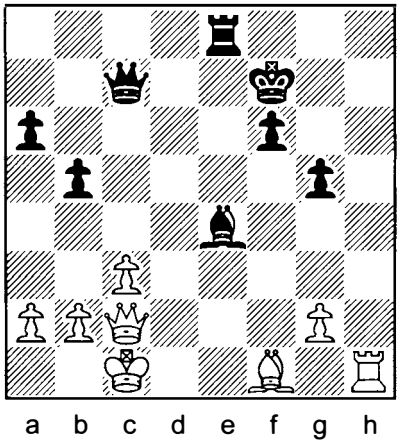


X-ray protection is a tactic in which one piece defends another from behind one of the opponent's pieces. That makes for some very surprising moves.

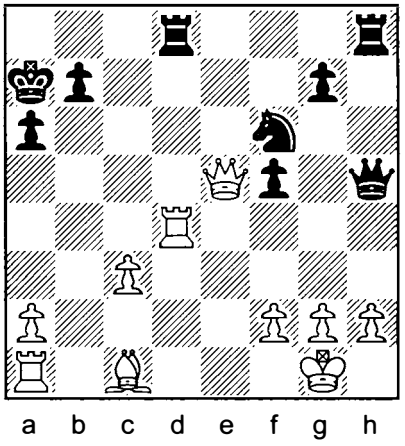
As usual in *Combo Mombo*, our example is actually two problems in one. It can be solved with either white or black to move first!

♔ White to play forces mate in 2, starting with 1.Qf6+! Do you see how the bishop on d4 guards the queen "through the black bishop"? The finish is 1...Bxf6 2.Bxf6#.

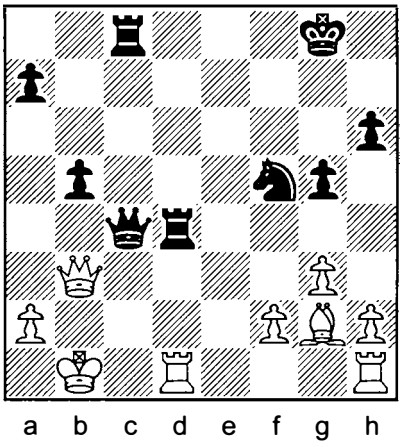
♚ If black goes first, they can also use x-ray protection to mate in 2. 1...Qf1+! The queen is protected by the rook on c1. 2.Rxf1 Rxf1#



❶ WHITE TO MOVE
Win Material



❷ BLACK TO MOVE
Mate in 3



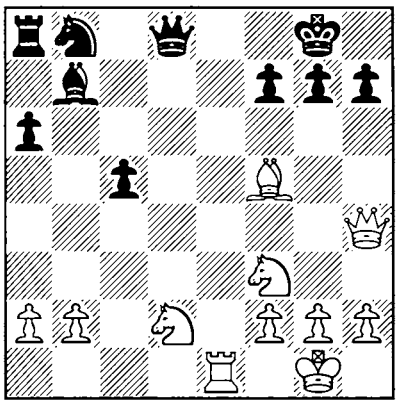
❸ WHITE TO MOVE
Win Material

Switcheroos

(23)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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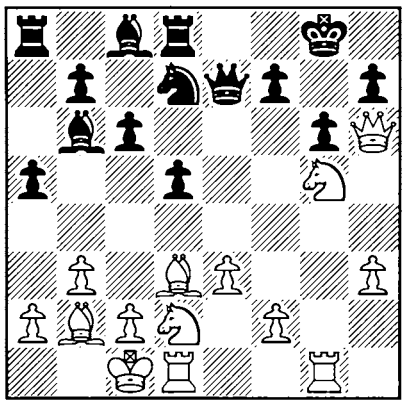

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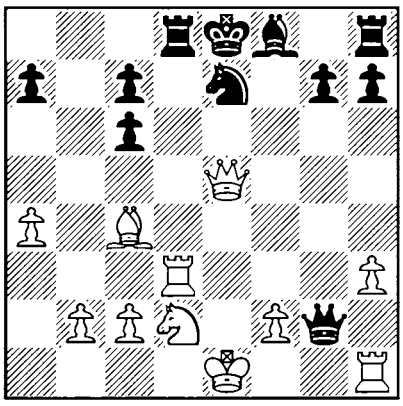
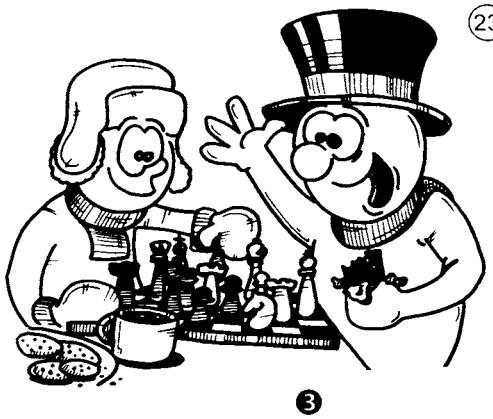


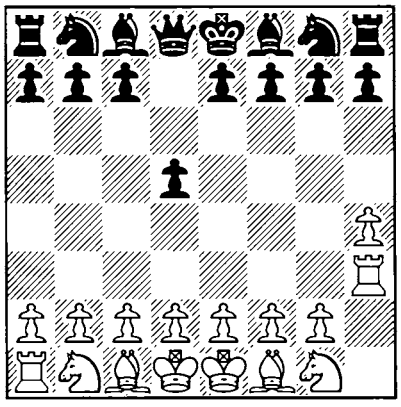
Who's the Goof?

(23)



Is your brain switch turned on? Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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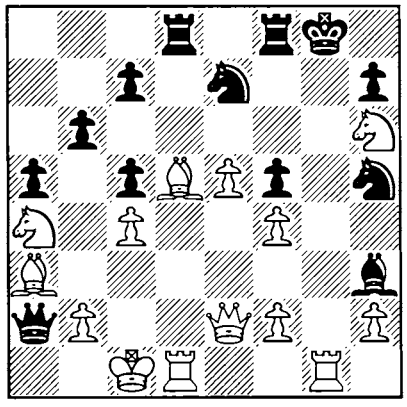

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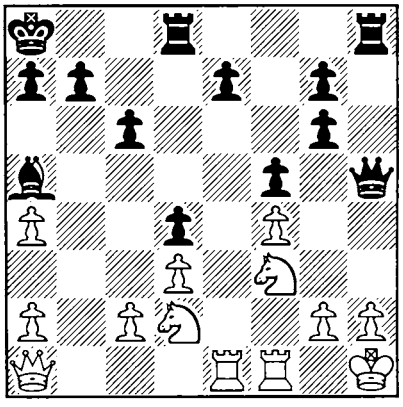
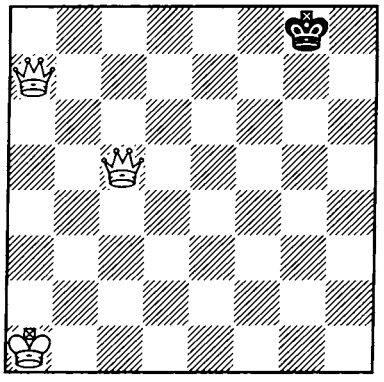


MATE in ONE #46

❶



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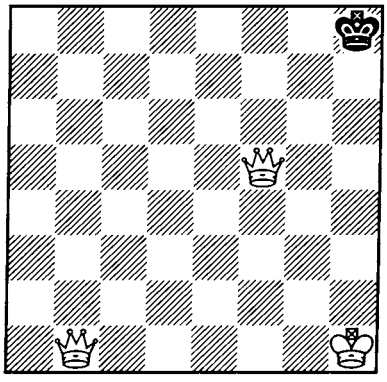

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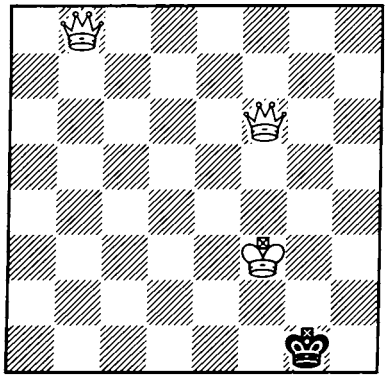

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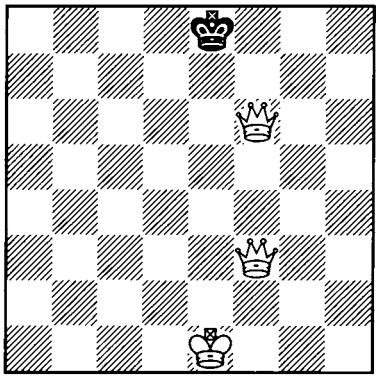

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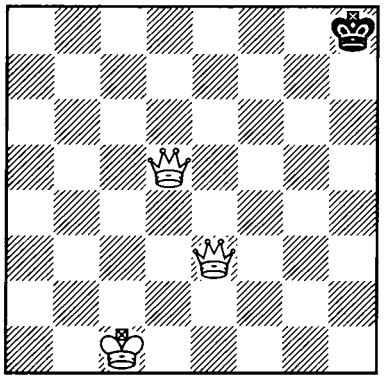

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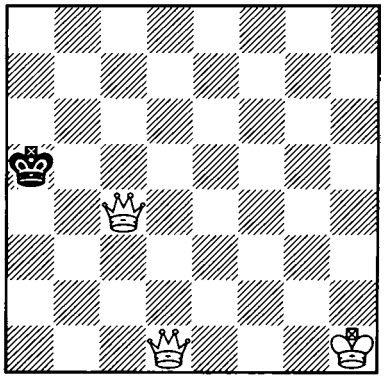

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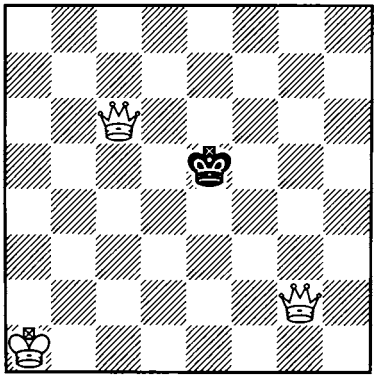

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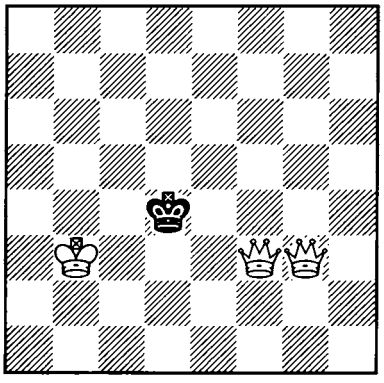

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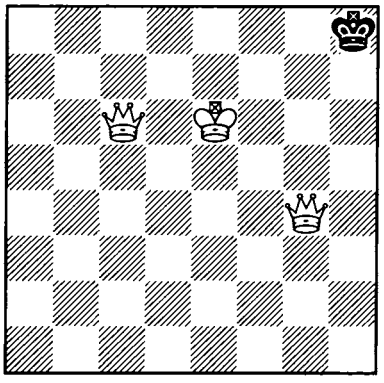
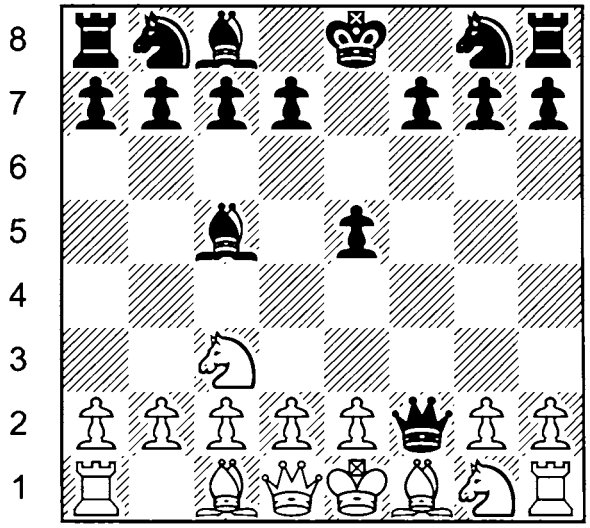


250 ☜ WHITE TO MOVE

LILY'S PUZZLERS

RETRO #14

	WHITE	BLACK
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____



17

HI BOYS AND GIRLS!

These four puzzles are known as *proof games*. The goal is to "prove" that the positions could happen in a real game, after a certain number of moves. You might be amazed at how difficult that can be!

THIS POSITION WAS REACHED AFTER BLACK'S FOURTH TURN.

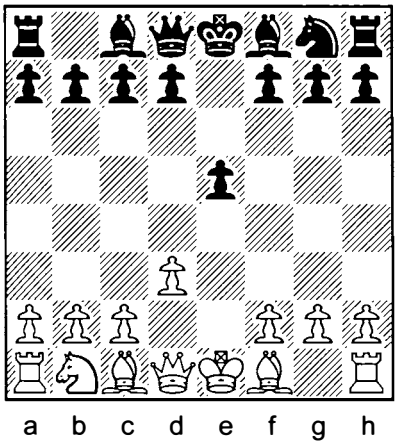
WHAT WERE THE MOVES?

The diagrammed positions, with white to play, can be reached in a game after each player makes exactly four moves. Can you figure out how?

Of course, some of the moves may be very strange, but that's okay!

Volume 1 had sixteen "proof games". There are lots more in this book, numbered from 17 to 64. We hope you enjoy them. Good luck! ☞ 292

18



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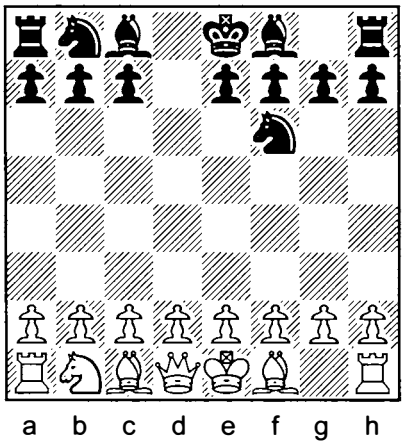

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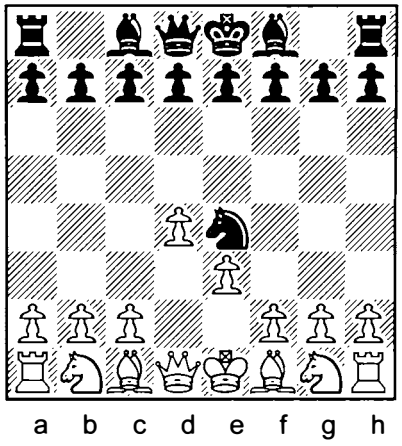
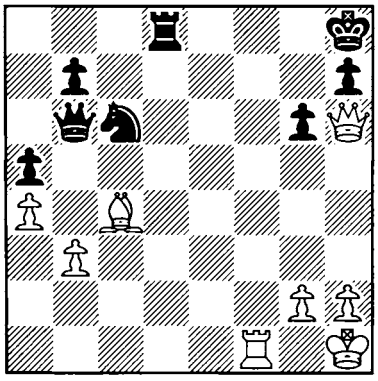


EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN.

WHAT WERE THE MOVES?

MATE in TWO #26

❶



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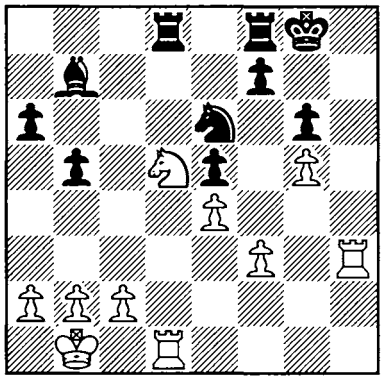

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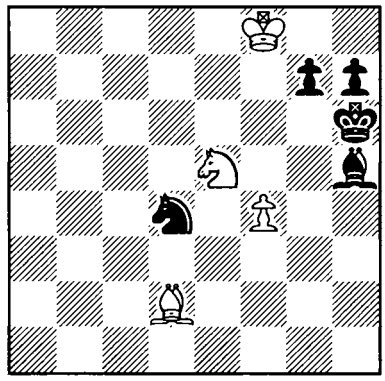

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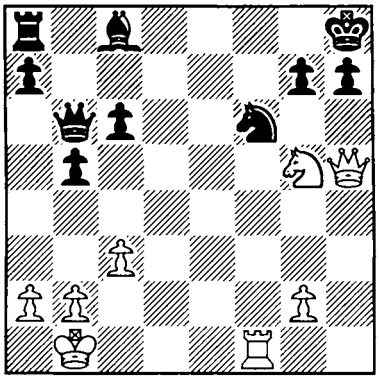

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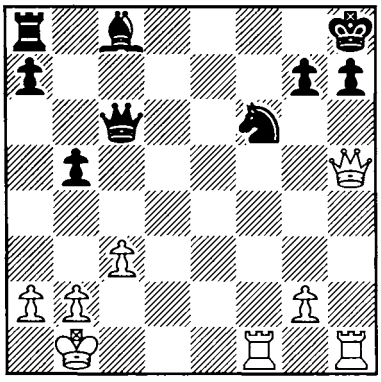

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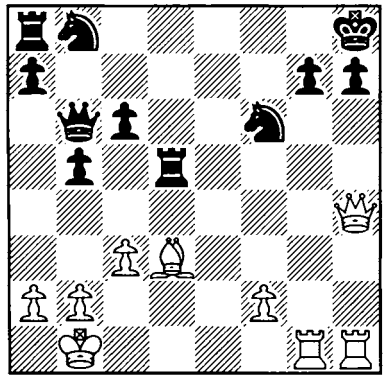

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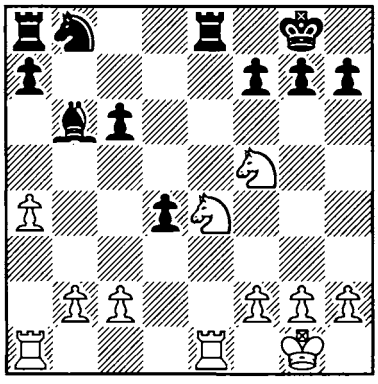

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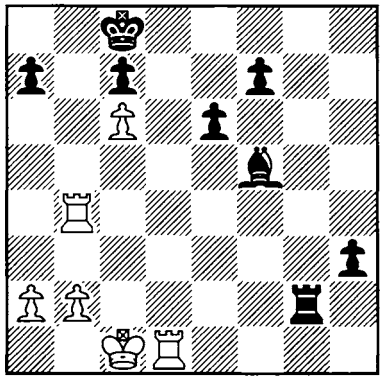

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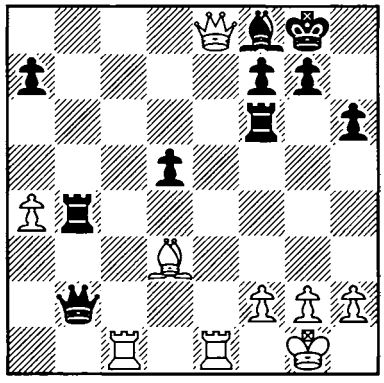
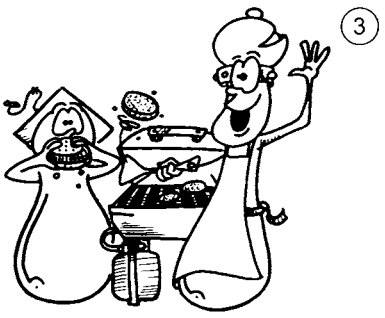


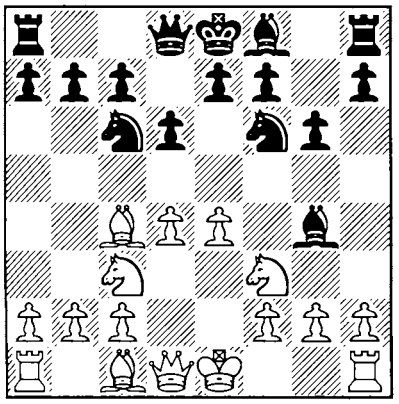
251 ☜ WHITE TO MOVE

DOUBLE WHAMMY



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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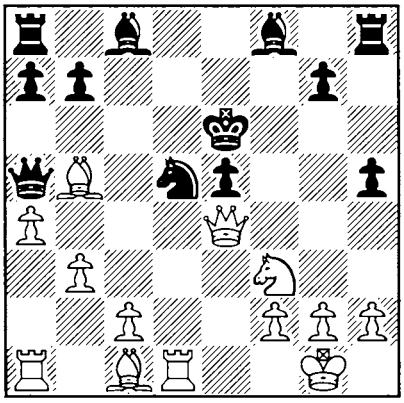

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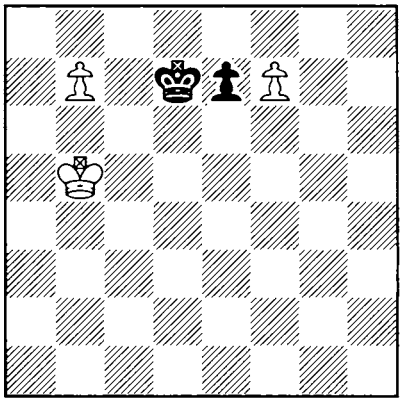
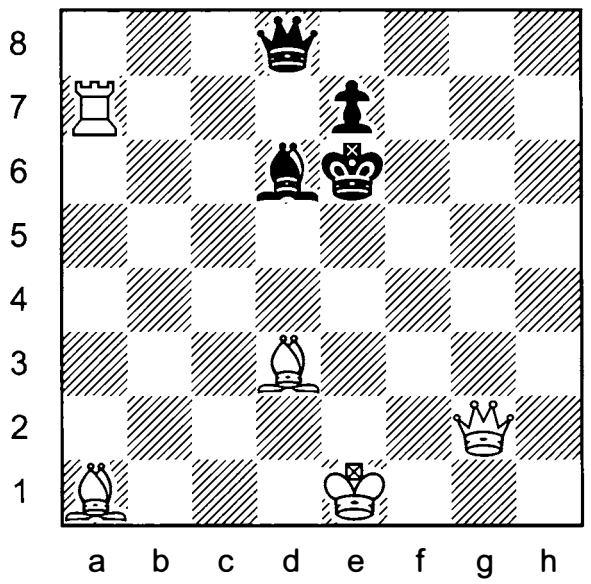


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

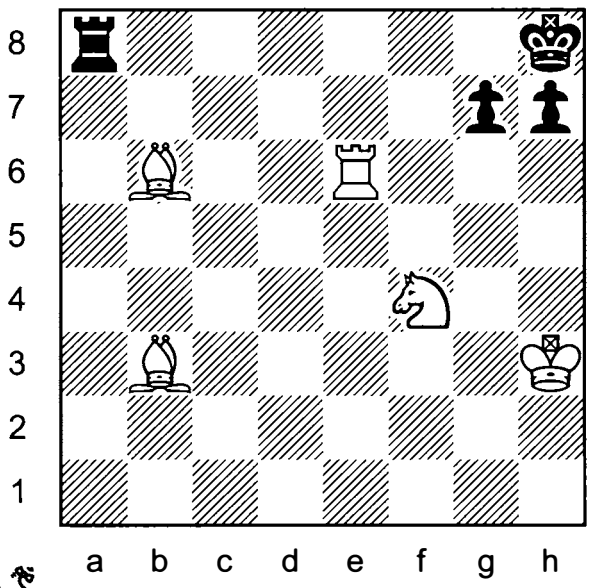
KIRIL'S KONTEST 46

❶



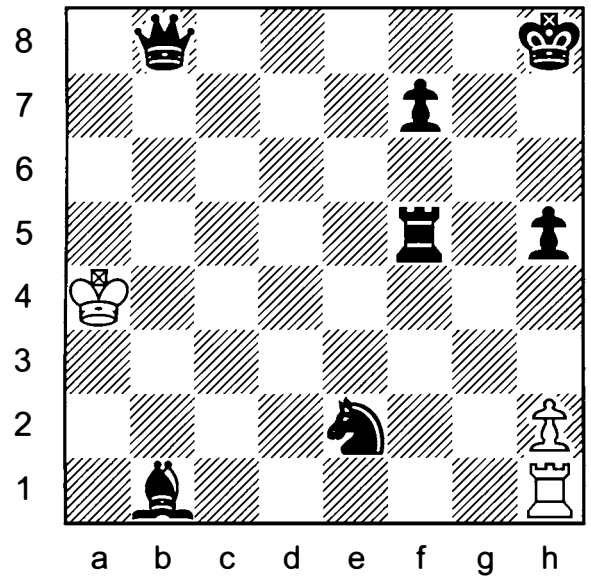
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

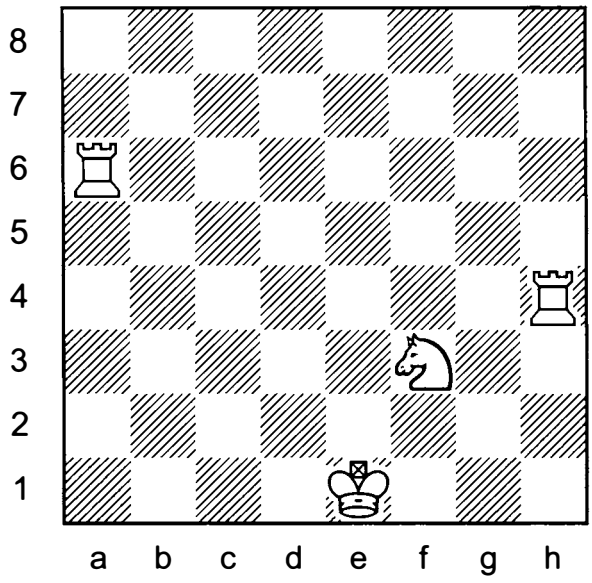
❸



ROOK MAZE IN 10

Only the white rook moves. Capture the black king in ten moves or less, without taking any pieces or moving where the rook can be taken.

❹

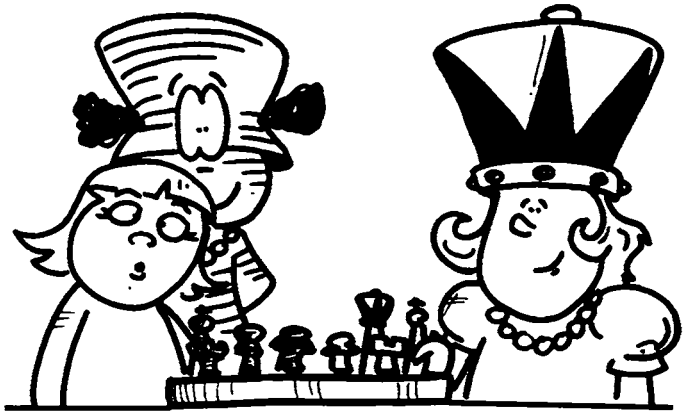


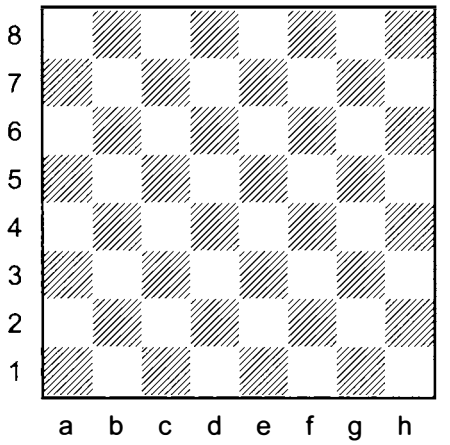
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS





HI BOYS AND GIRLS!!
One queen can attack 27 squares by herself. Or as few as 21 on an open board. What about three queens?
Good luck! ☞ 278

PLACE 3 QUEENS ON THE BOARD SO THAT ...

A. the most squares are attacked.

B. the fewest squares are attacked.

C. all dark squares are attacked.

D. the fewest dark squares are attacked.

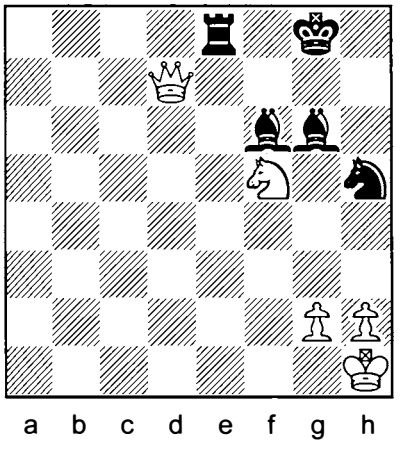
A PIECE DOES NOT ATTACK THE SQUARE IT STANDS ON.

HELPMATES

(14)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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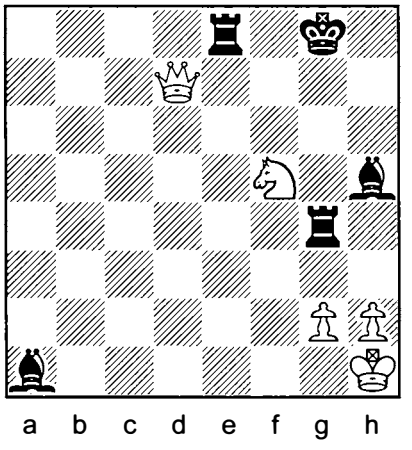

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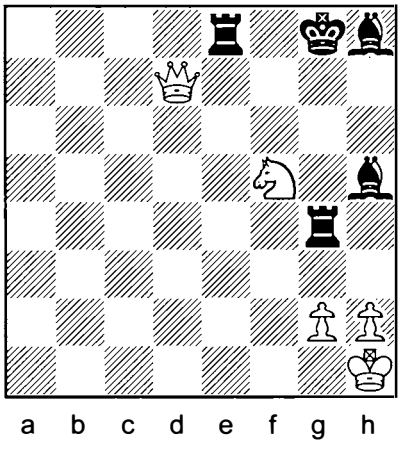
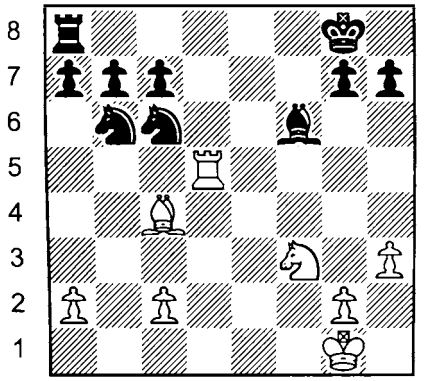


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

TACTICS 101

WHITE TO MOVE **FIND the DOUBLE CHECKS** *WIN MATERIAL OR MATE*



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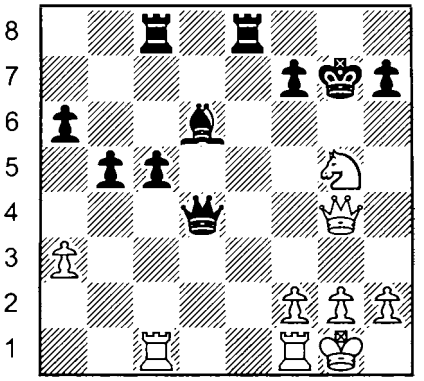

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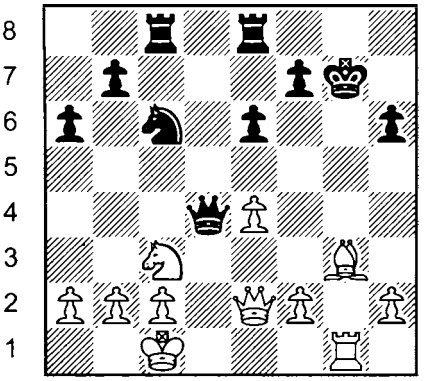

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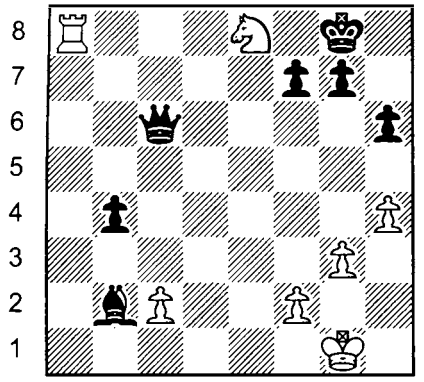

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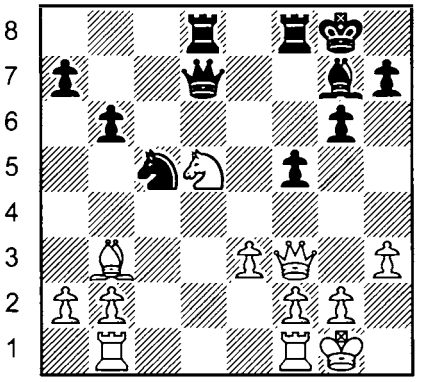

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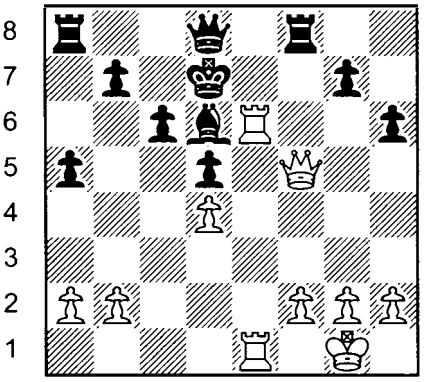

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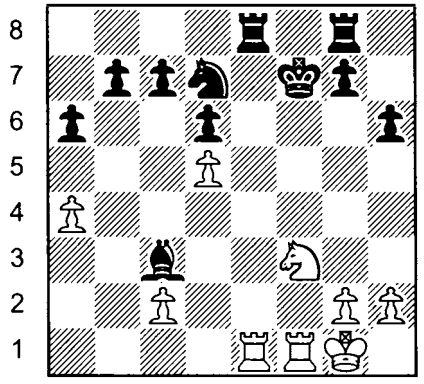
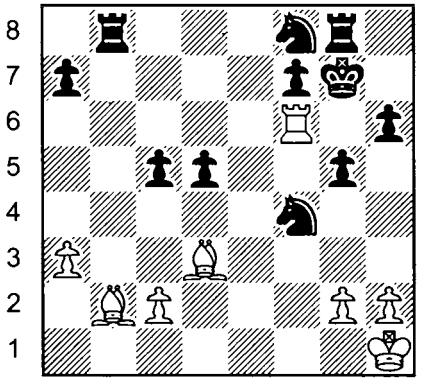


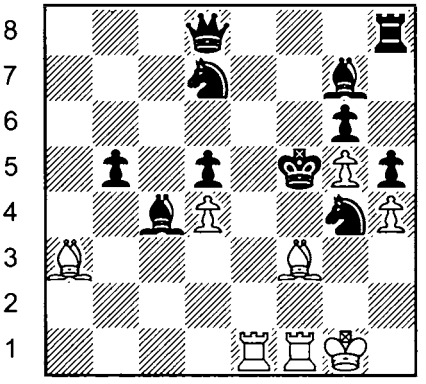
❼

FIND 2 DOUBLE CHECKS IN A ROW



❽

FIND 3 DOUBLE CHECKS IN A ROW

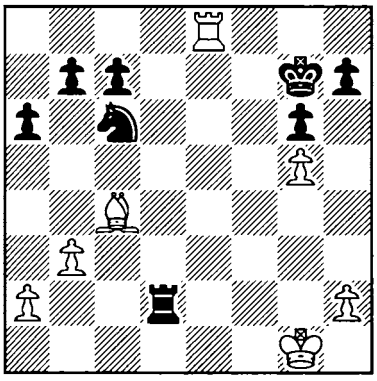


❾

FIND 4 DOUBLE CHECKS IN A ROW

MATE in ONE #47

❶



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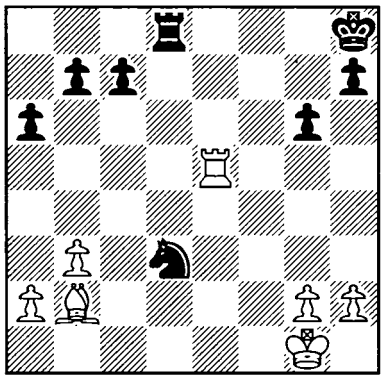

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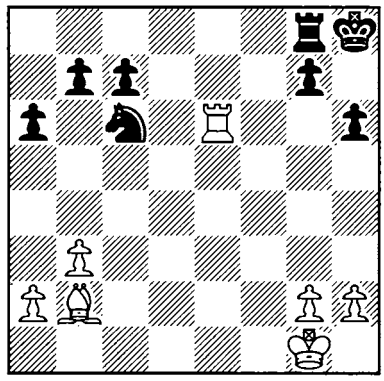

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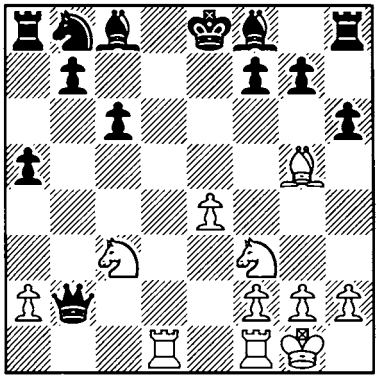

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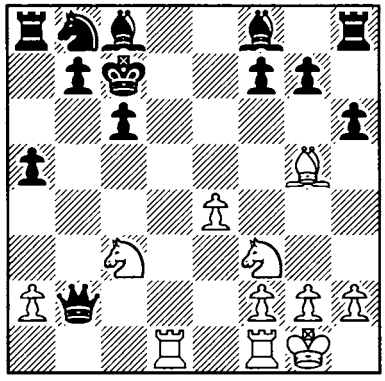

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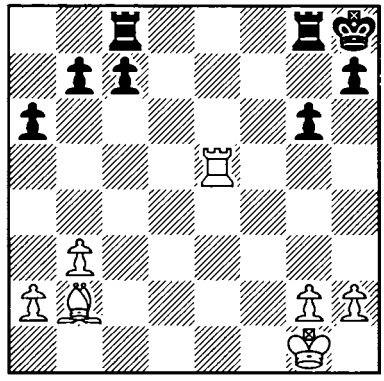

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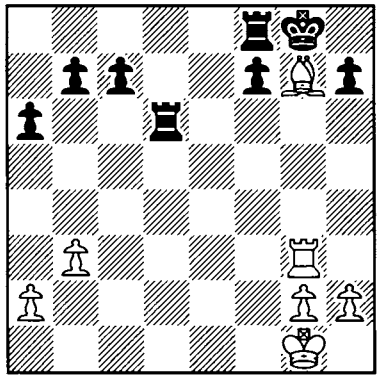

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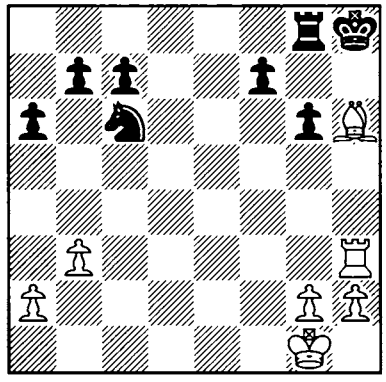

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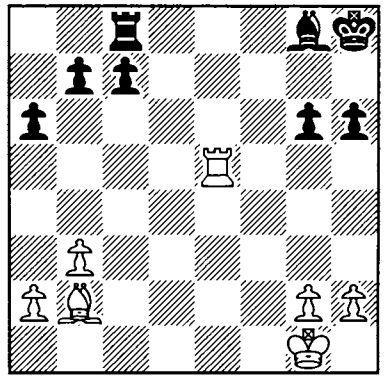
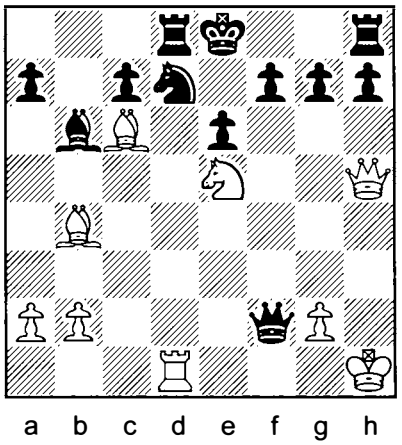


Switcheroos (24)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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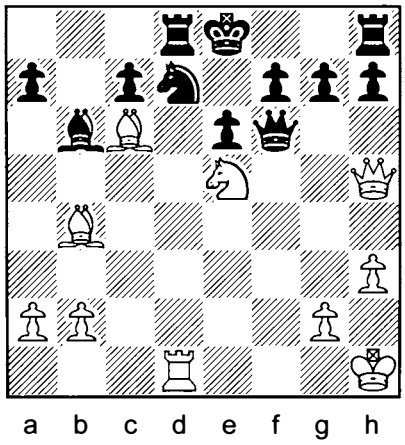

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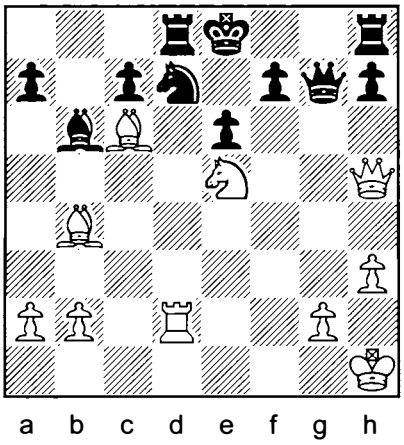

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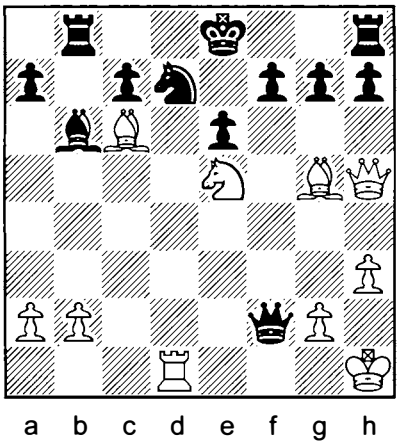

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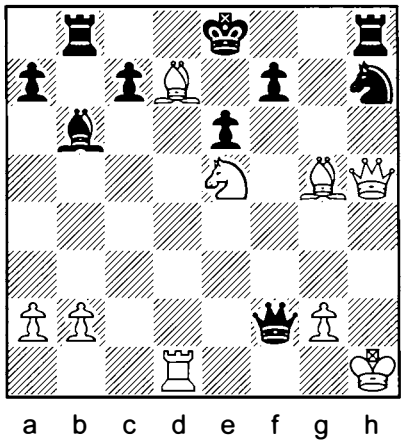

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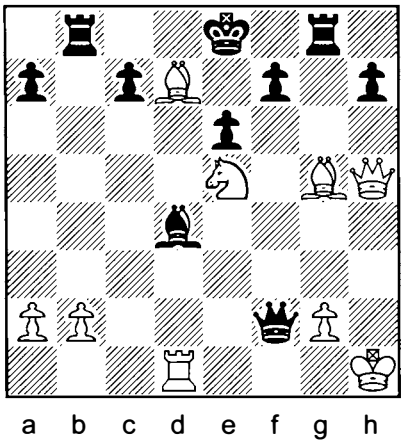
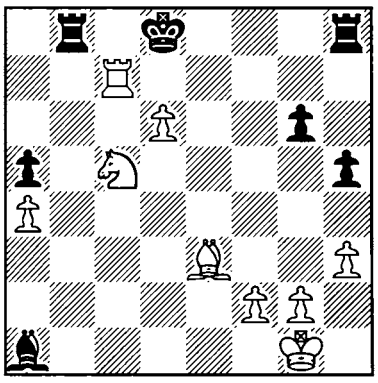


MATE in TWO #27

❶



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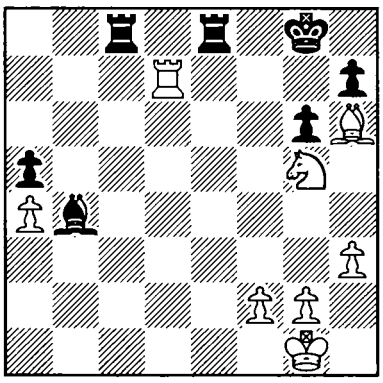

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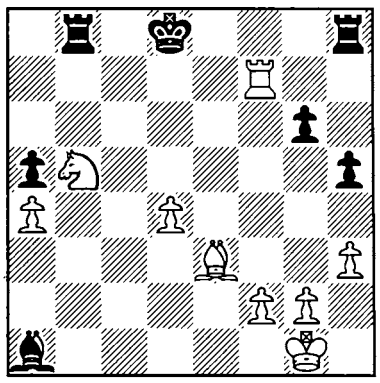

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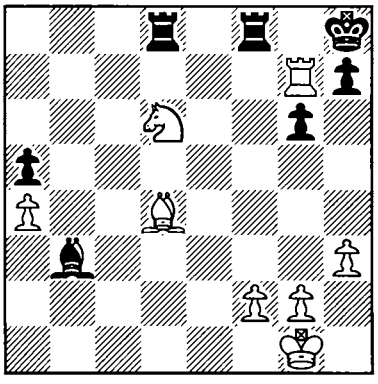

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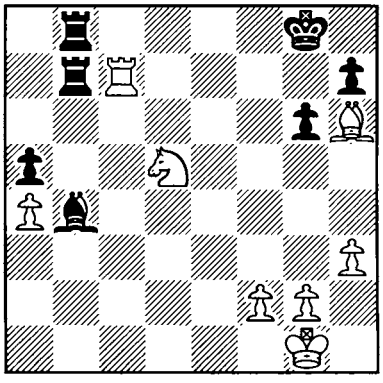

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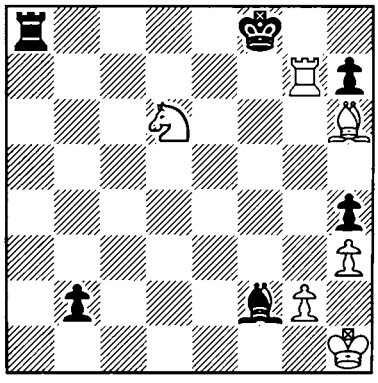

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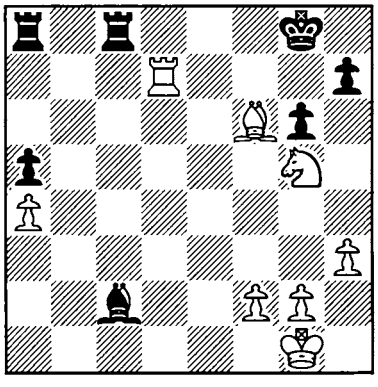

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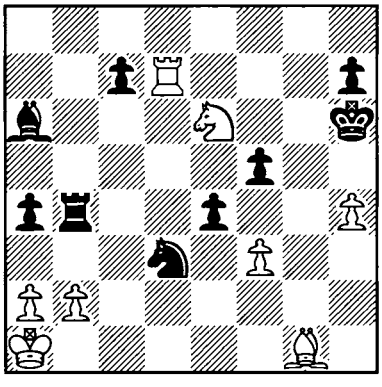

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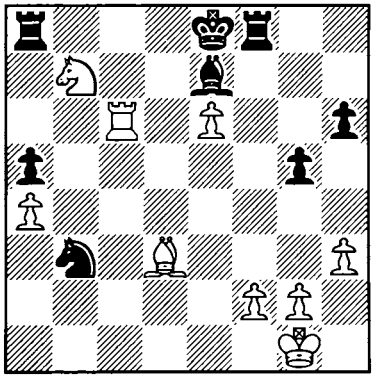
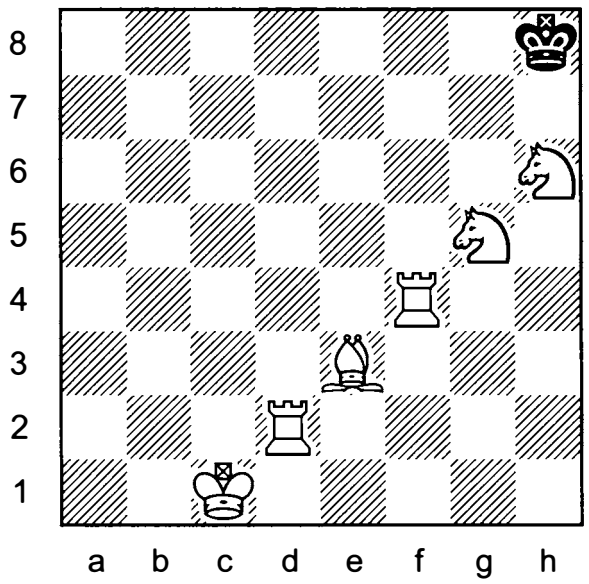


WHITE TO MOVE ☞ *251*

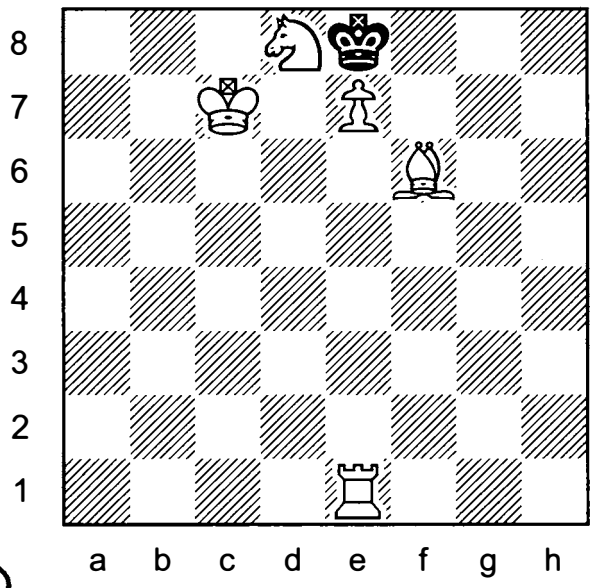
KIRIL'S KONTEST 47

❶



WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

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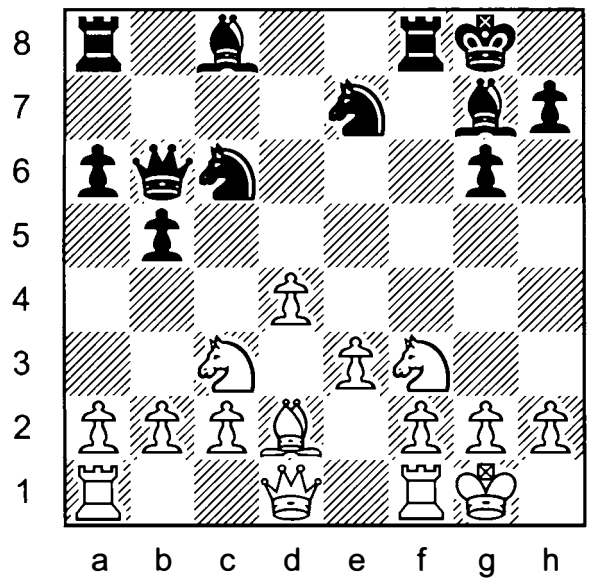
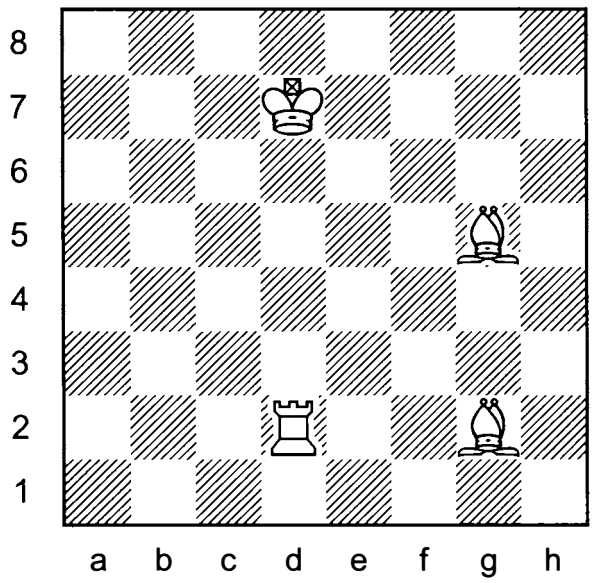


QUEEN MAZE IN 9

Only the white queen moves. Capture the black king in nine moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

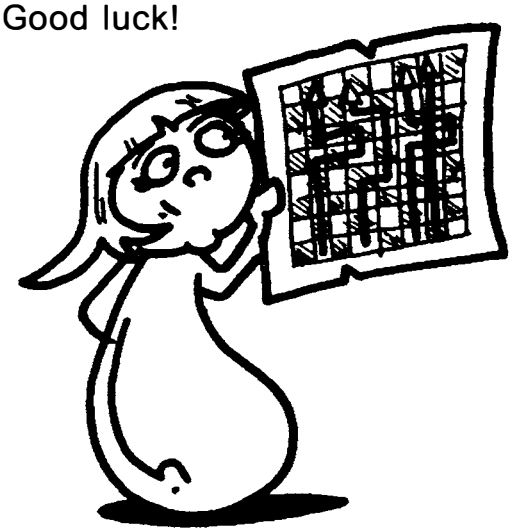
A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS

HI BOYS AND GIRLS!!

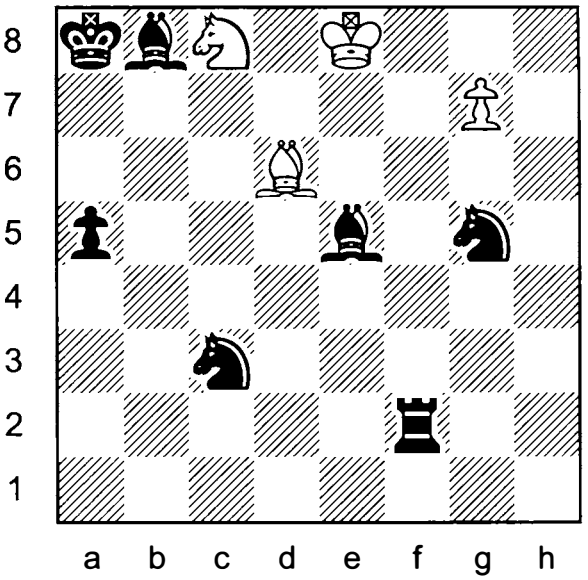
In these puzzles, you have to figure out which kind of promoted piece can get through the maze fastest. Is it a knight, or a bishop, or a rook?

Good luck!

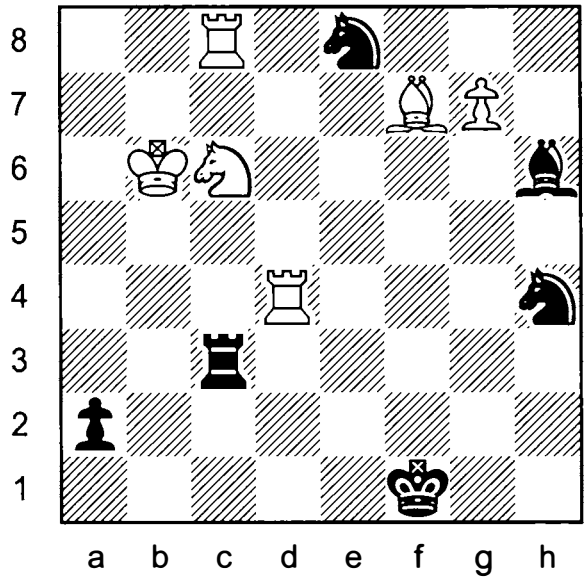


PAWN MAZES #3

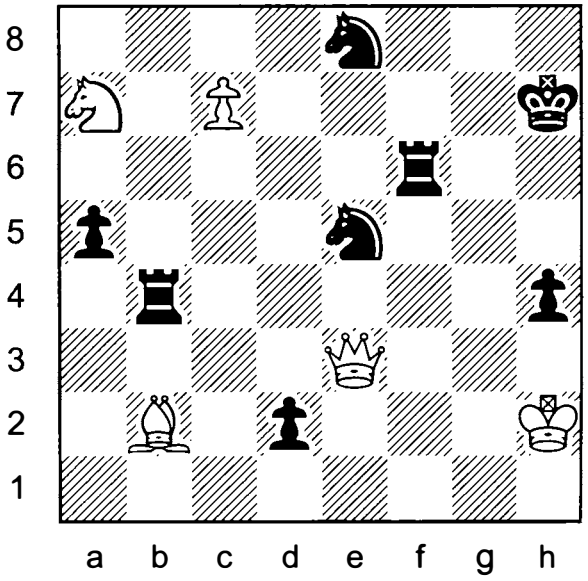
A



B



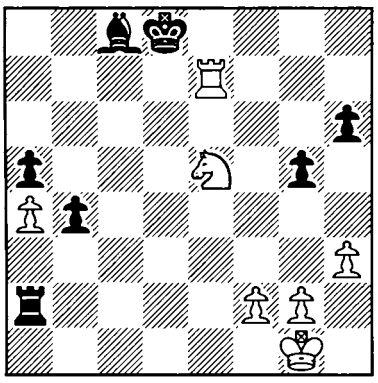
C



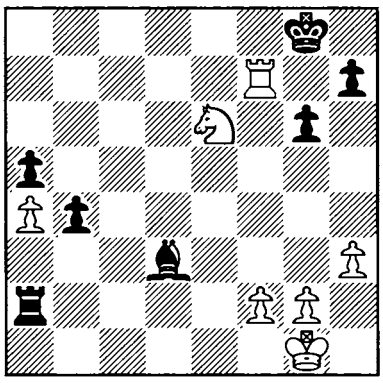
PAWN MAZES. Only the white pawn moves. When it reaches the last rank, it may become a rook, bishop, or knight. But not a queen. After the promotion, only the promoted piece moves. Find the shortest path to capture the black king, without taking any pieces or moving to a square that is attacked by a black piece. It is possible to go through the maze with a rook, bishop, or knight. Figure out which piece has the shortest path, and which the longest. And which the middlest! ☞ 267

MATE in ONE #48

❶



❷



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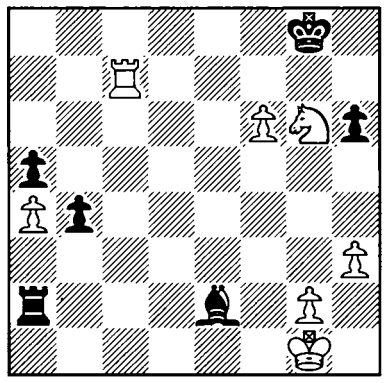

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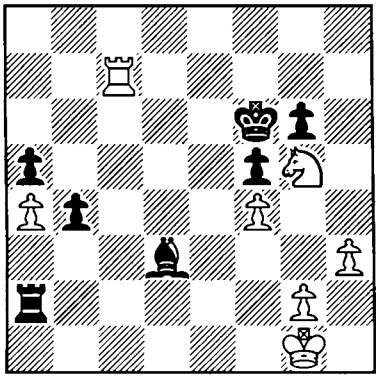

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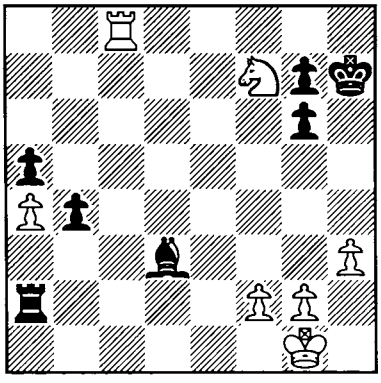

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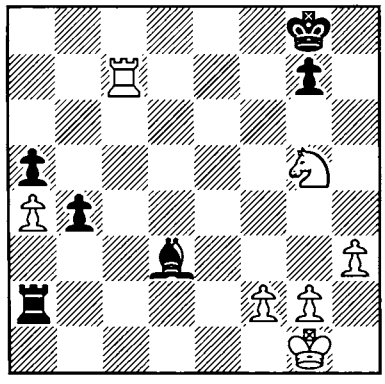

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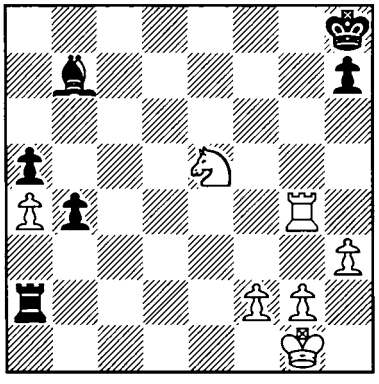

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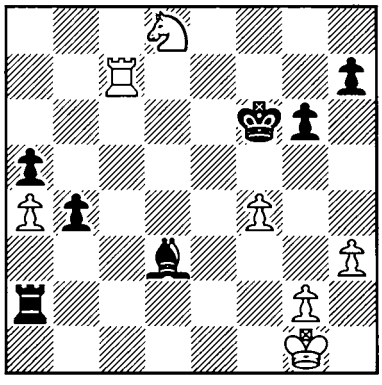

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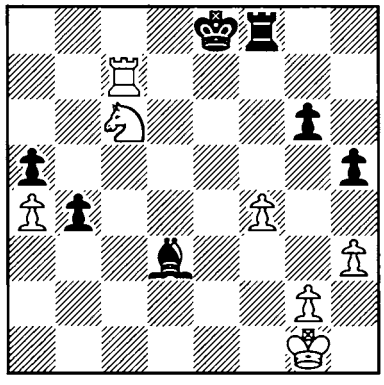


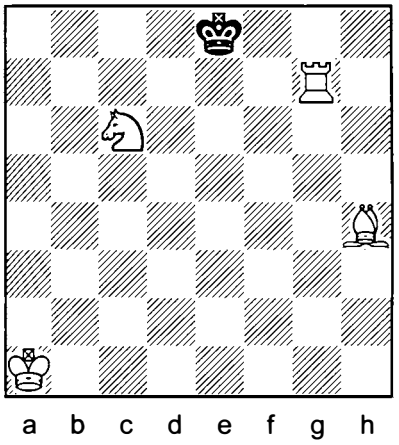
250 ☜ WHITE TO MOVE

DOUBLE WHAMMY

4

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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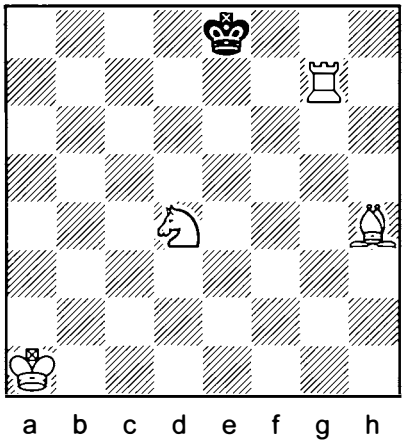

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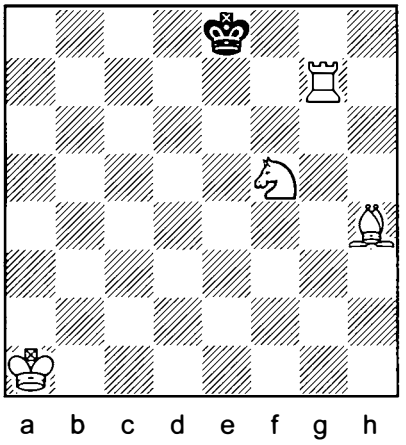


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHESS-O-WORD

39

WHAT DID YOUR MOVE DO?

In this word search, you are looking for things that a chess piece does when it moves.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be five letters not circled. Unscramble those 5 letters to answer the riddle.

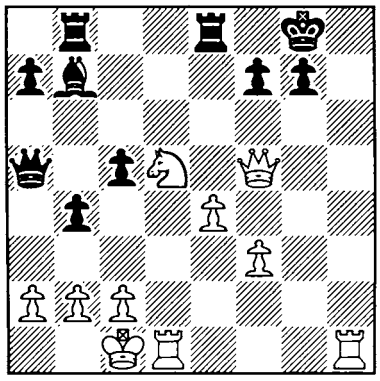
CHECK
CAPTURE
TRADE
THREATEN
GUARD
DEFEND
ATTACK
MATE
PROMOTE
SACRIFICE
ADVANCE
RETREAT
FORCE
CASTLE
TAKE
DEVELOP
ERR
FORK
PIN
X-RAY

E C N A V D A S E E
M A T E L T S A C D
T A E R T E R I R E
E T D R H A F F O F
T T A K E I E O F E
O A R R R Y A R X N
M C T C H E C K H D
O K A D R A U G O T
R S E C A P T U R E
P O L E V E D N I P

RIDDLE : ***What kind of power do knights have?*** _ _ _ _ _ ☞ 303

MATE in TWO #28

❶



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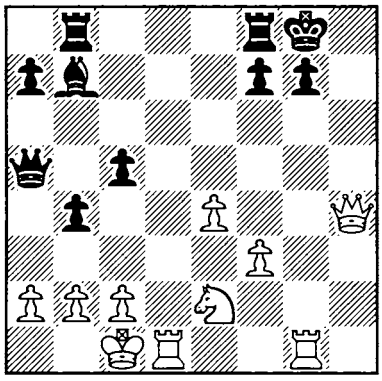

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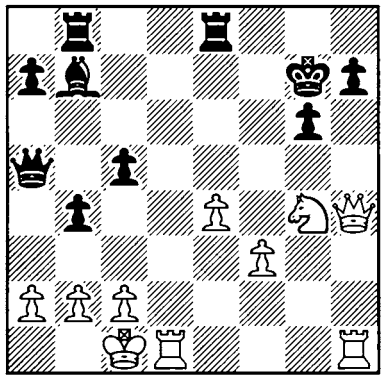

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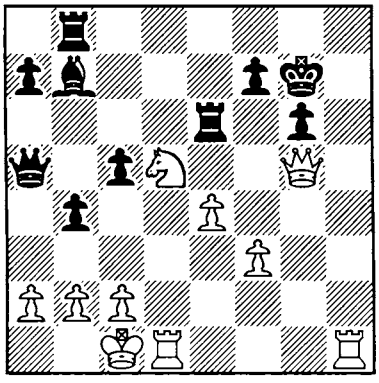

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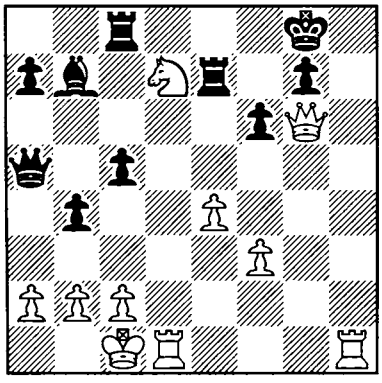

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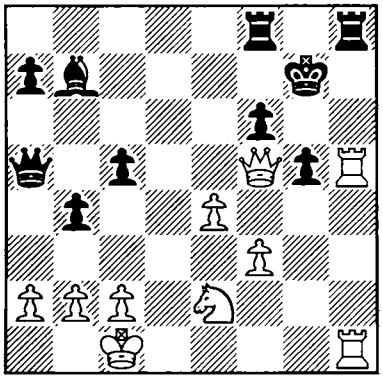

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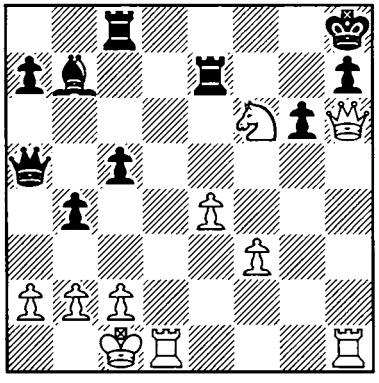

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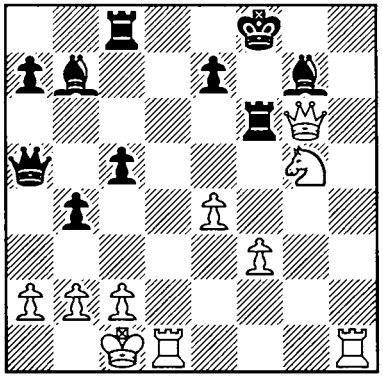

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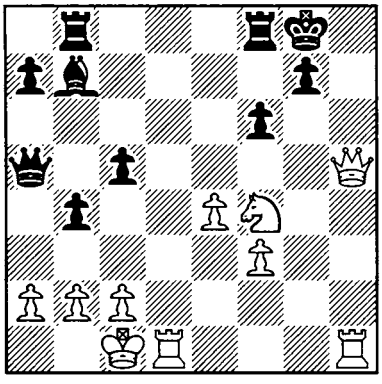
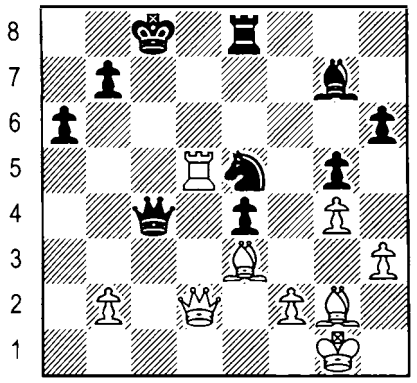


252 ☜ WHITE TO MOVE

TACTICS 101

(38)

WHITE TO MOVE **FIND the R & B FORKS** *WIN MATERIAL*



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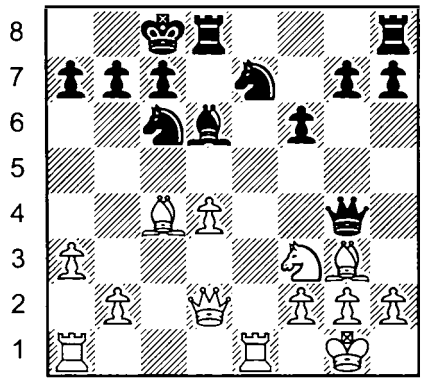

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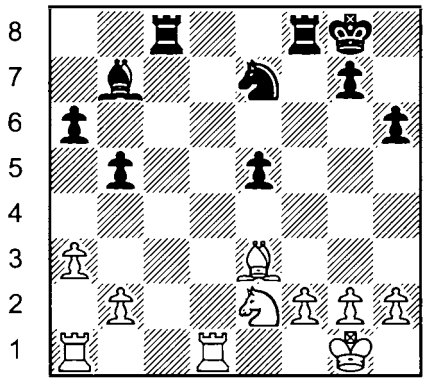

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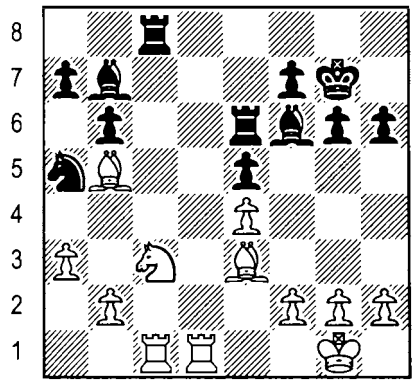

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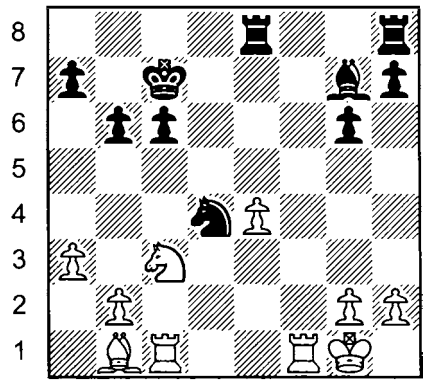

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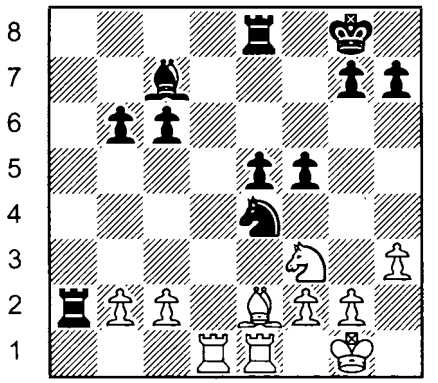

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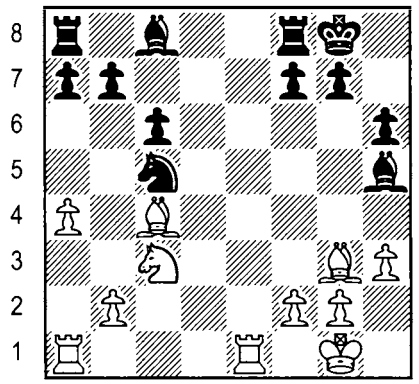
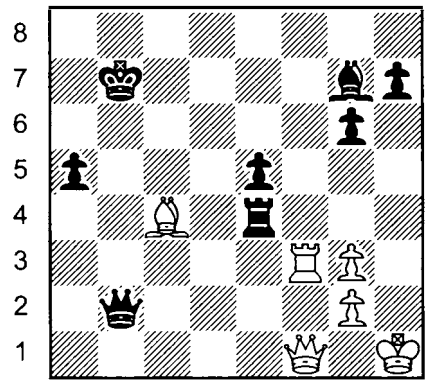
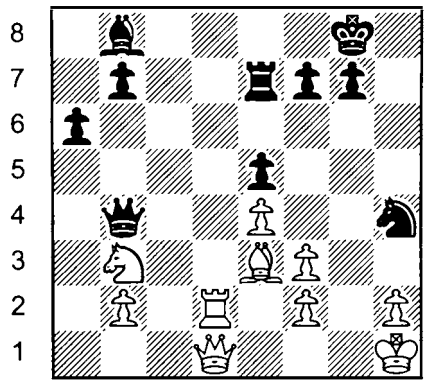


❼ FIND 2 FORKS



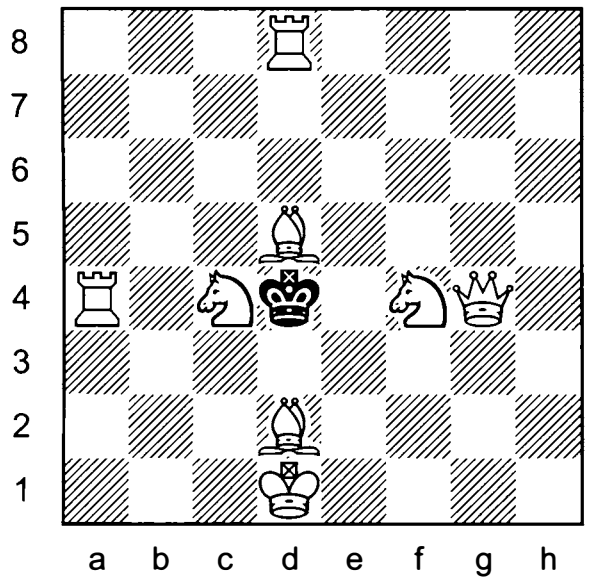
❽ FIND 3 FORKS



❾ FIND 3 FORKS

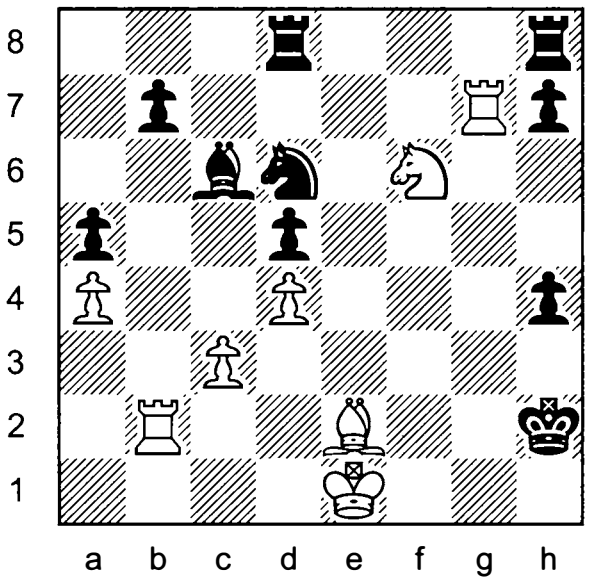
KIRIL'S KONTEST 48

❶

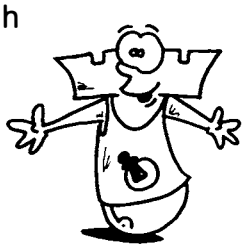


WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2



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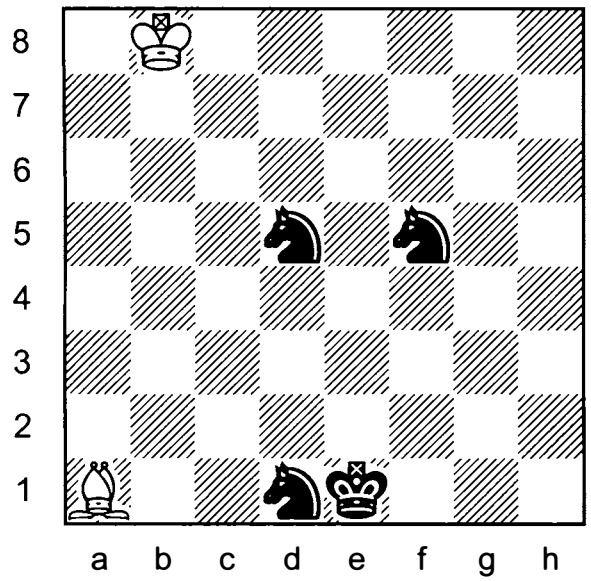
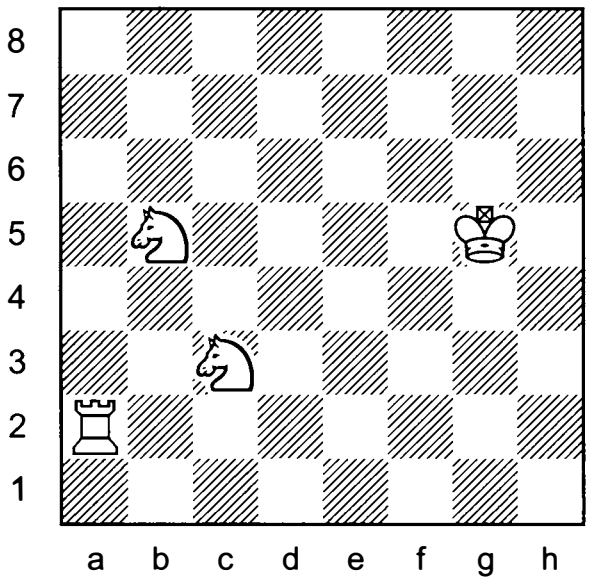


BISHOP MAZE IN 10

Only the white bishop moves. Capture the black king in ten moves or less, without taking any pieces or moving where the bishop can be taken.

❹



TRIPLE LOYD

Place the black king in:

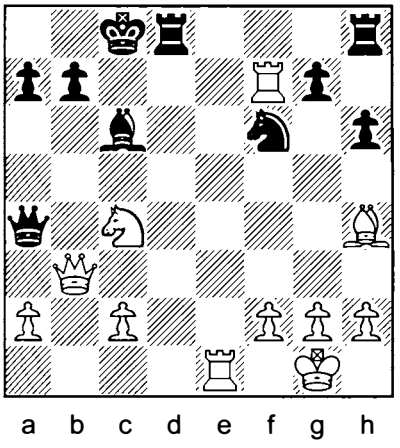
A checkmate
B stalemate
C mate in 1

HELPMATES

(15)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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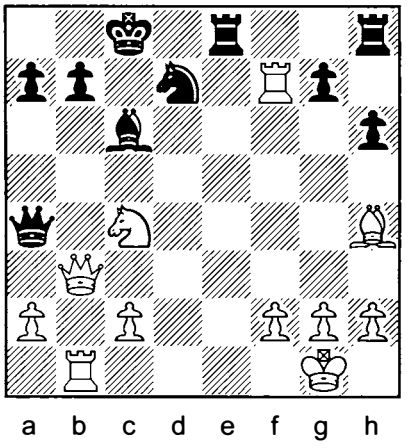

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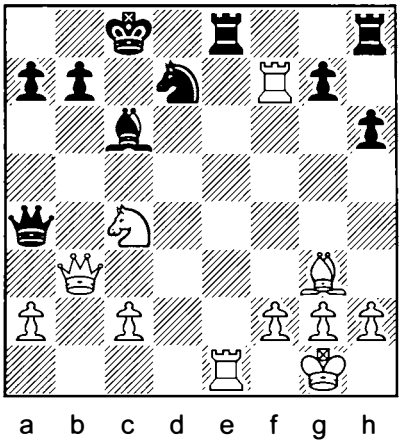
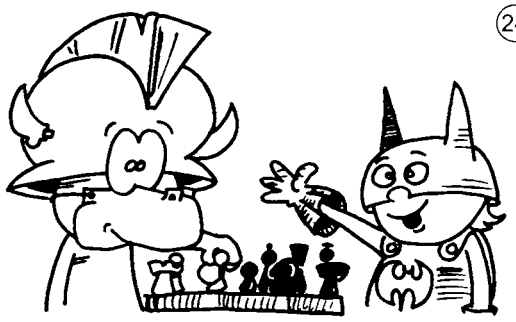


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

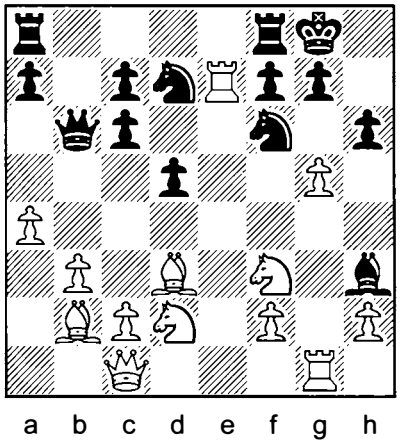
WHO'S THE GOOF?

(24)



Is there a goof specialist in the house? Somebody messed up. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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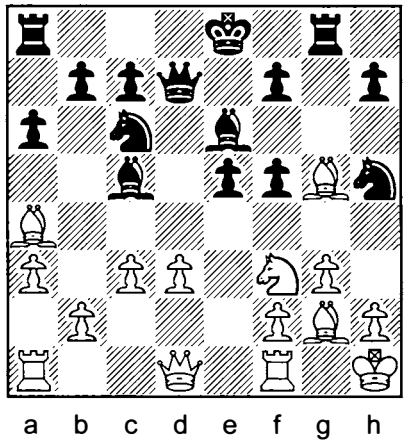

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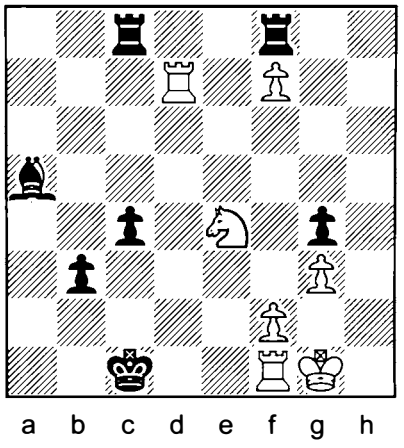
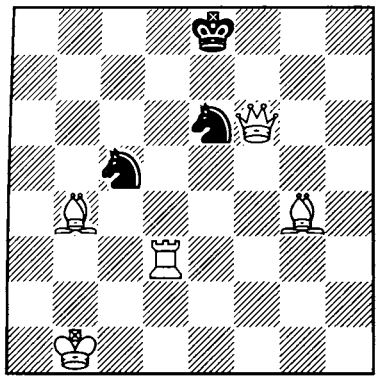


MATE in ONE #49

❶



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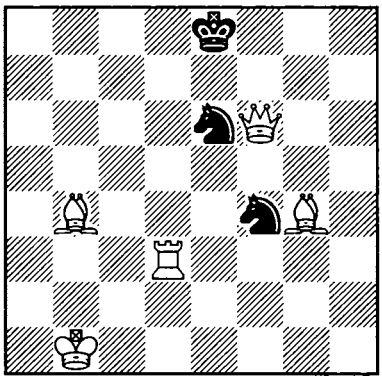

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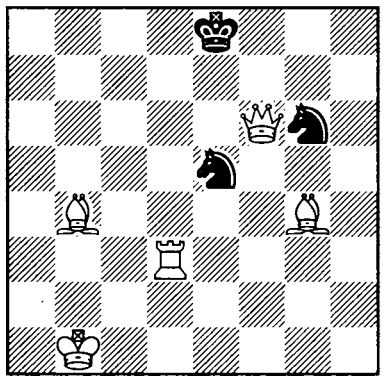

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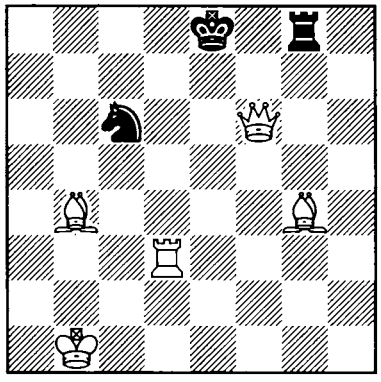

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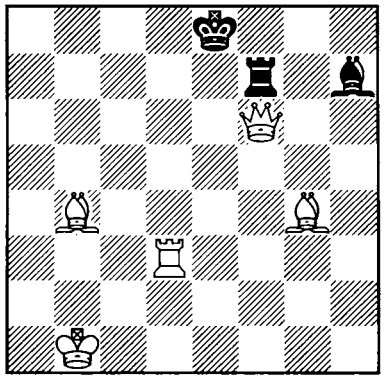

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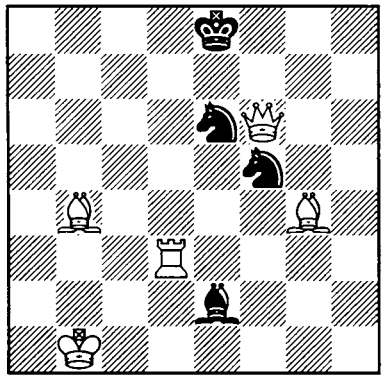

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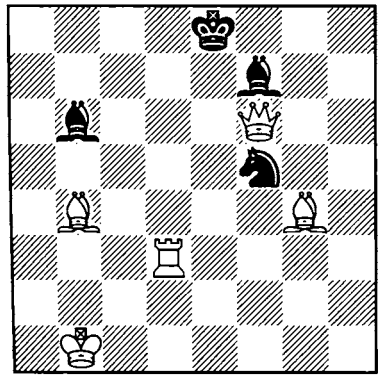

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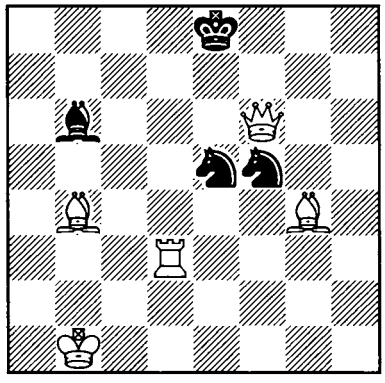

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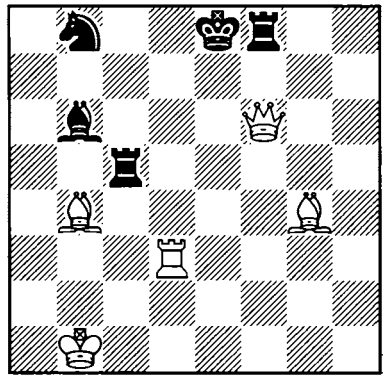
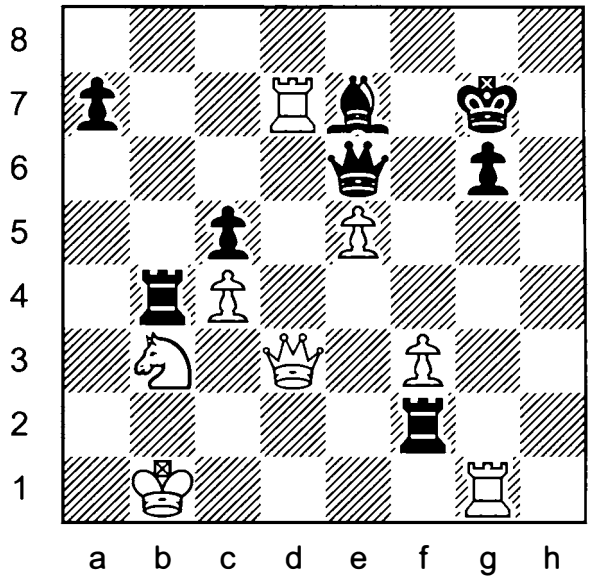


250 ☜ WHITE TO MOVE

COMBO MOMBO!!

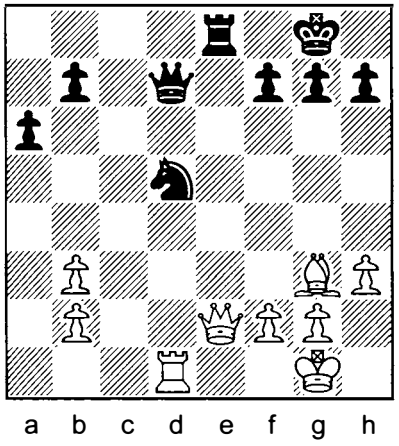
SPOTLIGHT ON OVERLOAD



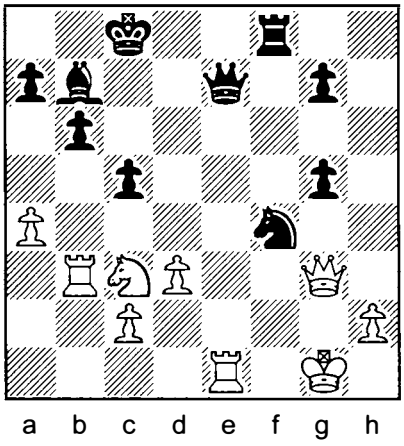
Chess pieces must often stand guard duty. When they have too many defensive jobs, we call it an *overload.* An overworked piece is the key element in lots of combos.

♔ In the diagram, black's queen guards the pawn at g6 and bishop at e7. This double duty lets white win by 1.Rxe7+!, forcing the black queen to perform one of her duties, and to give up the other. It's mate after 1...Qxe7 2.Qxg6+ and 3.Qg8#. (Other black replies allow 2.Rxe6.)

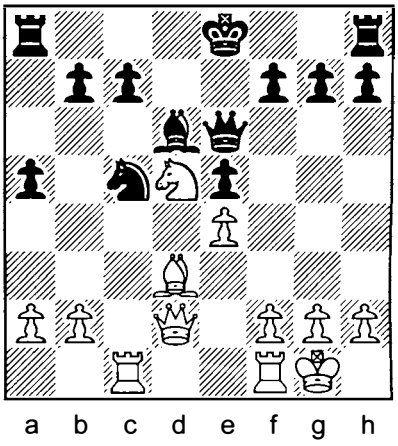
♚ The white queen is overloaded too, guarding pieces on b3 and d7. If it is black's turn to move, then they can win material by 1...Rxb3+! 2.Qxb3 Qxd7. (2.Kc1 Rxd3)



❶ WHITE TO MOVE
Win Material



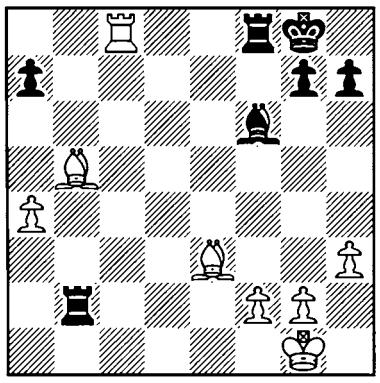
❷ BLACK TO MOVE
Mate in 2



❸ WHITE TO MOVE
Win Material

MATE in TWO #29

❶



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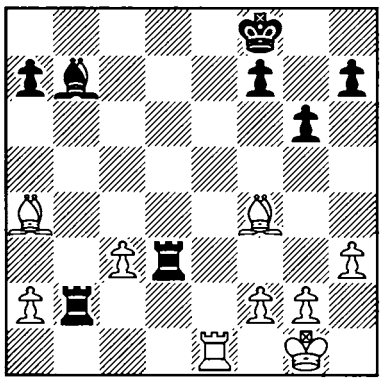

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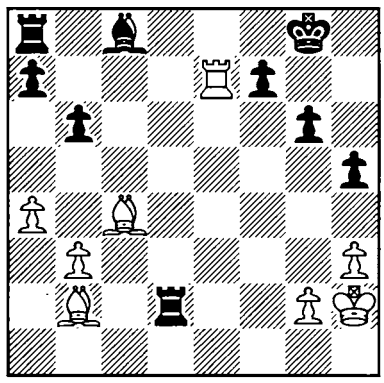

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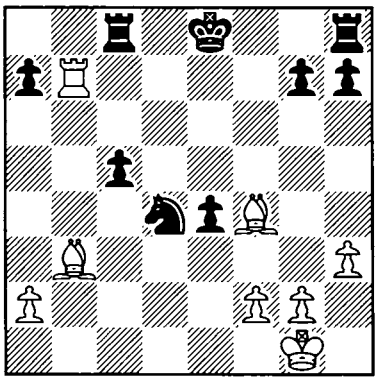

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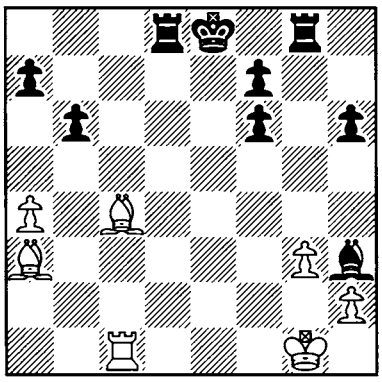

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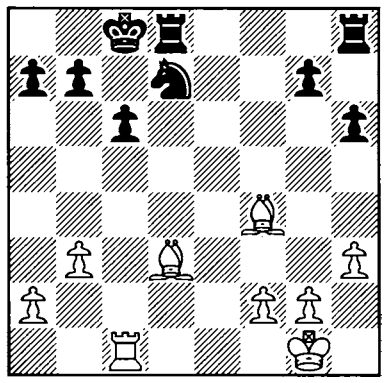

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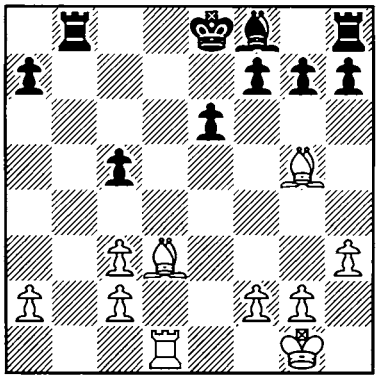

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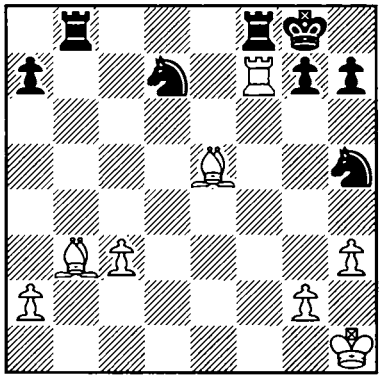

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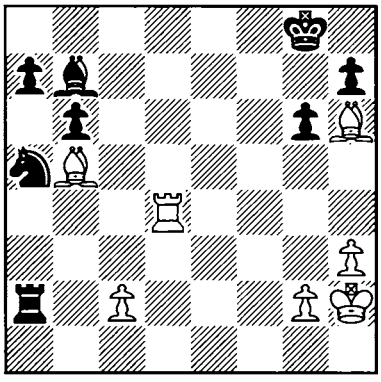


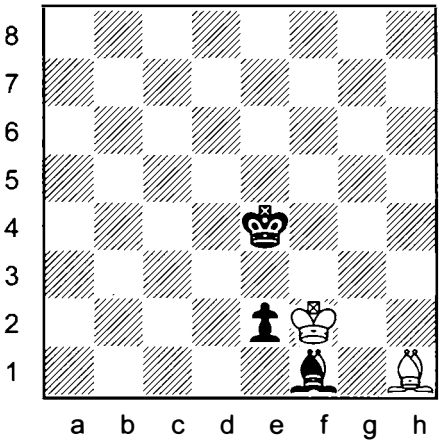
252 ☜ WHITE TO MOVE

LILY'S PUZZLERS

RETRO #15

WHAT WERE THE LAST TWO MOVES?

❶



HI BOYS AND GIRLS!!

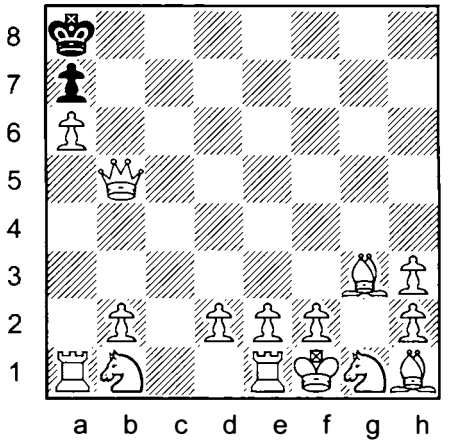
Meet my friend, Harmonius Hound, the famous chess detective. He's a real super snooper! And he needs our help with these five mysteries.

In each position, you should figure out what the last two moves were, and if there was a capture, which kind of piece was taken. Always assume that the diagram position is legal.

In most retro problems, it is important to look for impossible checks. They are useful clues.

All the puzzles have a white bishop giving check from the h1 corner. We call this the "Case of the Long Diagonal". Good luck! ☞ 292

❷



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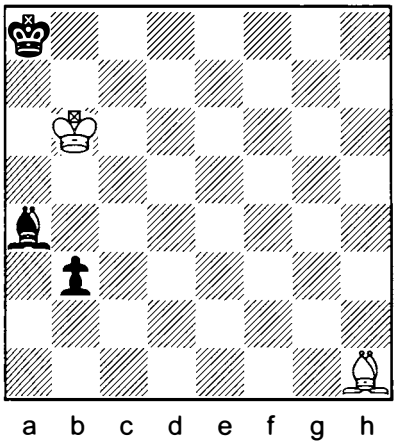

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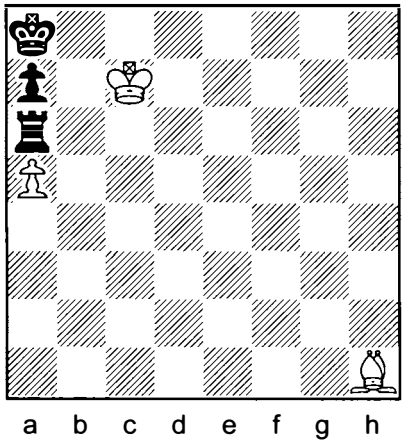

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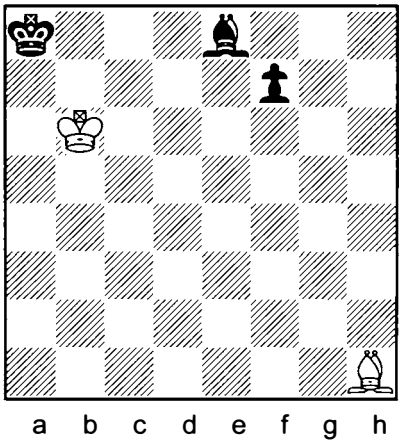
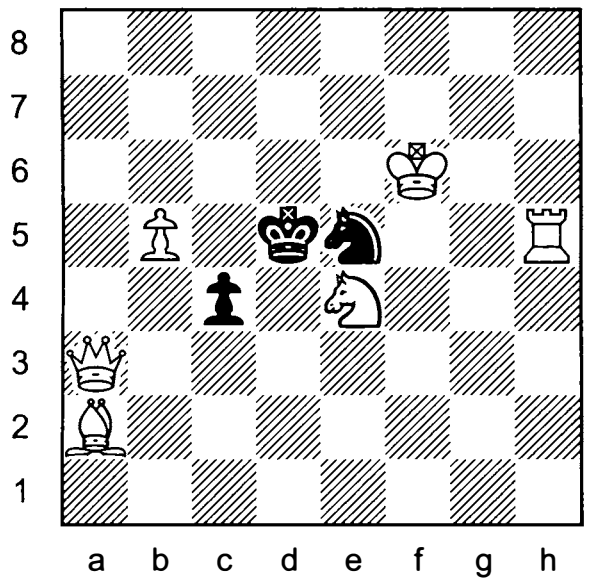


WHAT WERE THE LAST 2 MOVES? If there was a capture, what was captured?

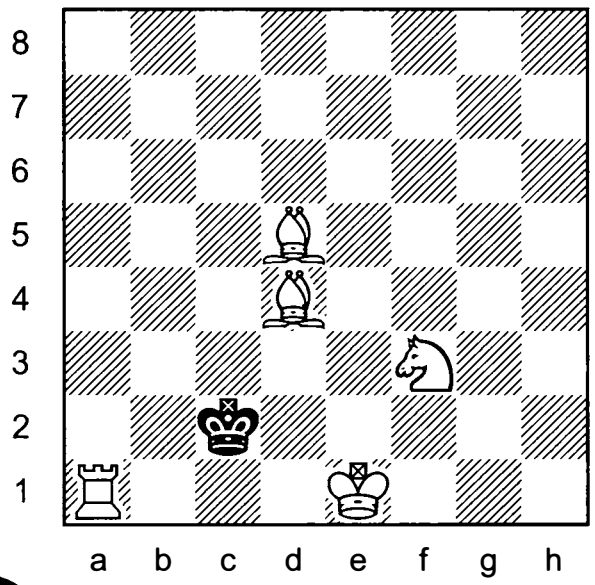
KIRIL'S KONTEST 49

❶



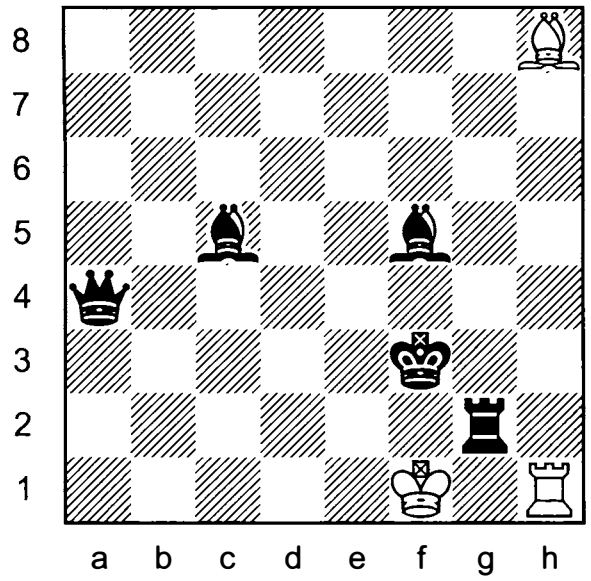
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

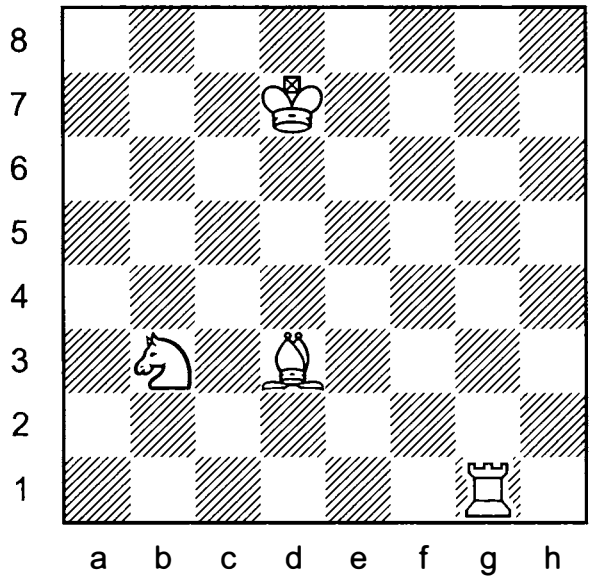
❸



ROOK MAZE IN 12

Only the white rook moves. Capture the black king in twelve moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

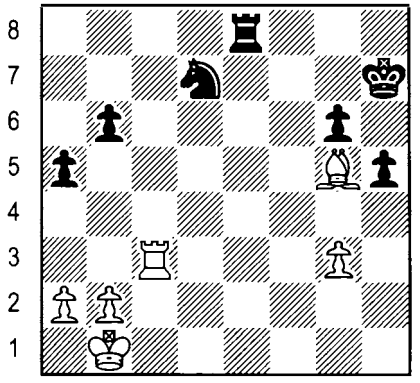
Place the black king in:

A checkmate
B stalemate
C mate in 1

TACTICS 101

(39)

WHITE TO MOVE **FIND the PINS** *WIN MATERIAL*



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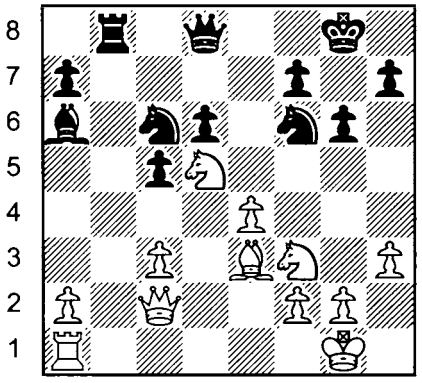

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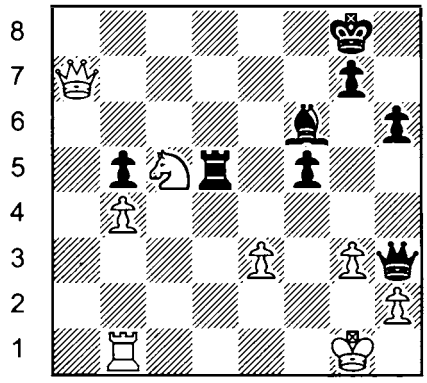

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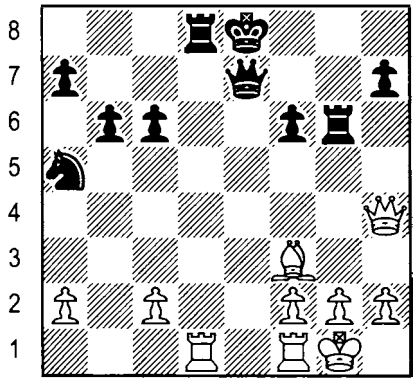
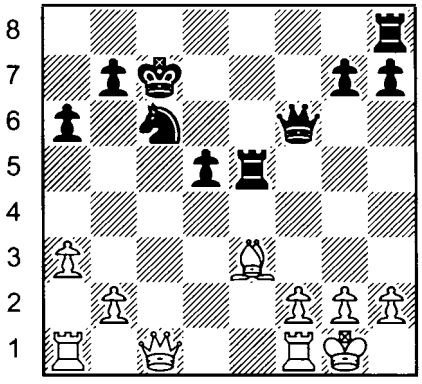


❹

FIND 2 PINS



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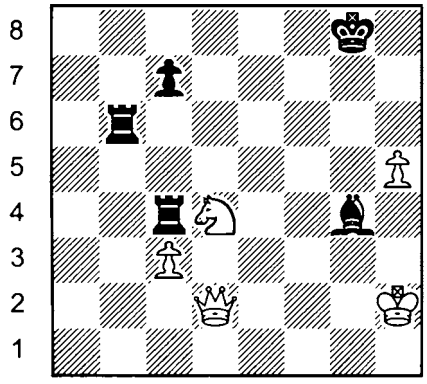
FIND 2 PINS



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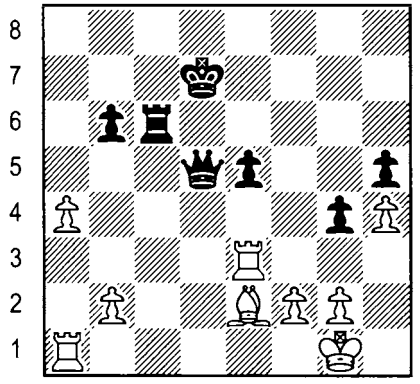
FIND 2 PINS



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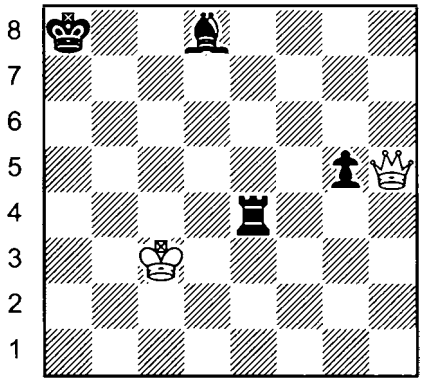
FIND 3 PINS



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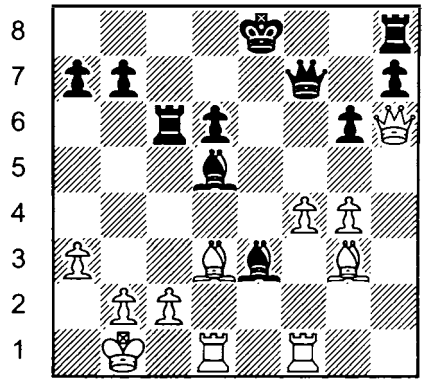
FIND 3 PINS



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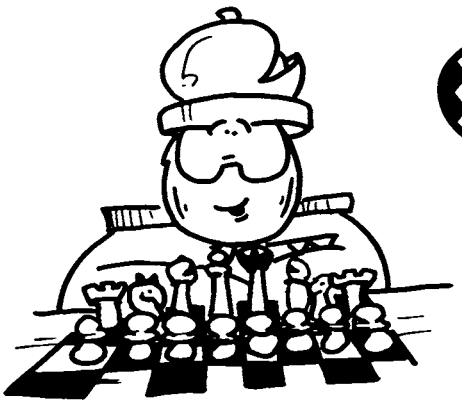
FIND 4 PINS



CHESS LINGO

"GOOD DAY, MATE!"

Chess was invented in India more than a thousand years ago, and was brought to Europe in the 11th century by traders from the Middle East. In most languages, including English, the name of the game is derived from the Arabic word 'shah', which means "king".

The origin of our word 'checkmate' is 'shah mat', which is Arabic for "the king is dead" (or in Persian, "the king is defeated").

Chess kings have suffered many defeats over the centuries. Some of the standard mates have been given special names. That's what we're here to talk about! Let's begin with three famous opening traps.

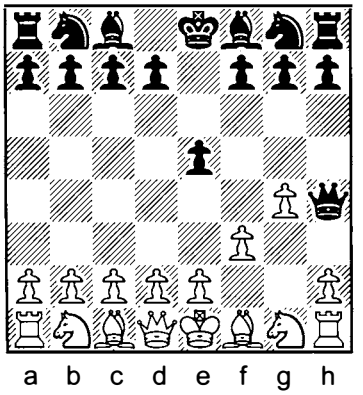
FOOL'S MATE. The name is not very polite, but it would be a little foolish to lose like this: 1.f3? e5 2.g4? Qh4#!

A good reason not to move your f-pawn early in the game.

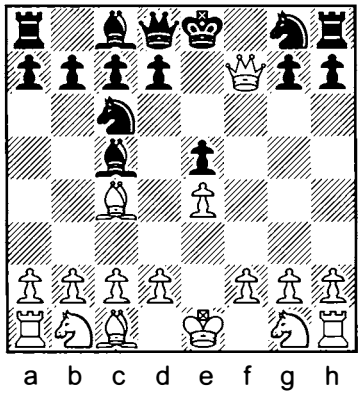
SCHOLAR'S MATE. Almost every beginner learns this opening the hard way, from the black side. 1.e4 e5 2.Qh5 Nc6 3.Bc4 Bc5? 4.Qxf7#

Also called the "*4 move checkmate*", this trap can work against different moves by black. The key ingredients are white's Bc4 and Qh5 (or Qf3).

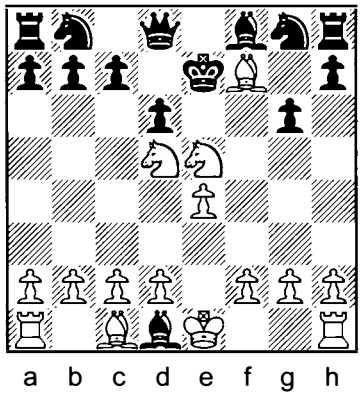
LEGALL'S MATE. A tricky mate that includes a flashy queen sacrifice. It is named after the French player Legall De Kermeur. Here is a game he won in Paris in 1750. 1.e4 e5 2.Bc4 d6 3.Nf3 Bg4 4.Nc3 g6? 5.Nxe5! Bxd1? 6.Bxf7+ Ke7 7.Nd5#. The same mate can also arise from other openings.



Fool's Mate



Scholar's Mate



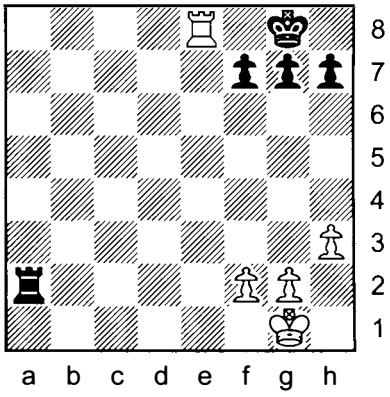
Legall's Mate

Usually, checkmates occur later in the game.

BACK RANK MATE. One of the most common checkmates is the *back rank mate*. A single rook or queen does all the work, with a little help from the opponent's pawns.

Making an escape square for the king, as white did with h3, is frequently a good idea.

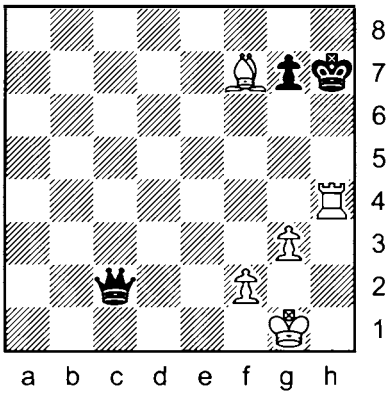
This pattern is also known as a *corridor mate*. The king is trapped in a hallway behind his own wall of pawns.



Back Rank Mate

SCI-FI MATE. A similar mate can happen along the side of the board. It could be called a *side file mate* but we like to shorten it to *sci-fi*. Like in "science fiction". Do you have any alien friends from outer space!?

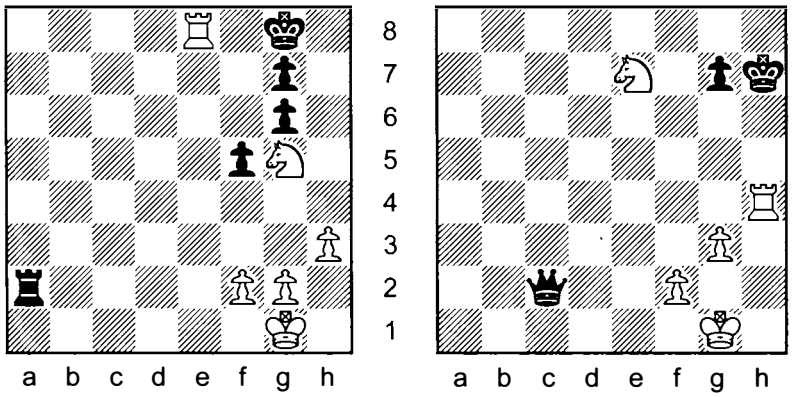
The sci-fi mate in the diagram at the right uses a bishop to cover the king's escape squares. It is sometimes referred to as *Greco's Mate*, after the 17th century Italian master Gioacchino Greco, who wrote several excellent books about chess openings.



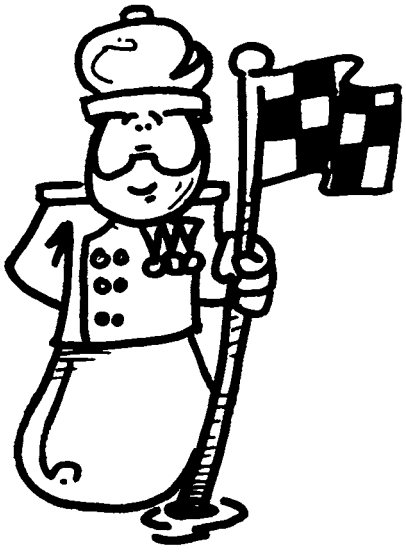
Sci-Fi Mate

ANASTASIA'S MATE. When a knight is used to take away the king's flight squares, we have *Anastasia's mate*. It can be either a back rank or side file mate, as shown in the two diagrams below.

This mate takes its name from a German novel titled *Anastasia and Chess,* written in 1803 by Wilhelm Heinse.



Anastasia's Mate

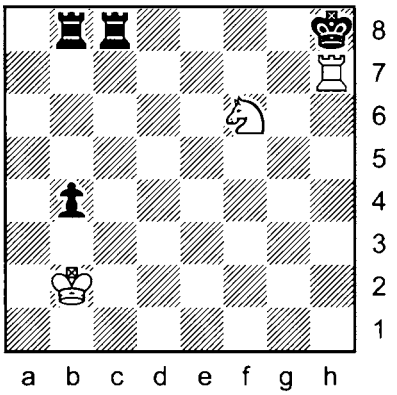


CAPTAIN BEMO

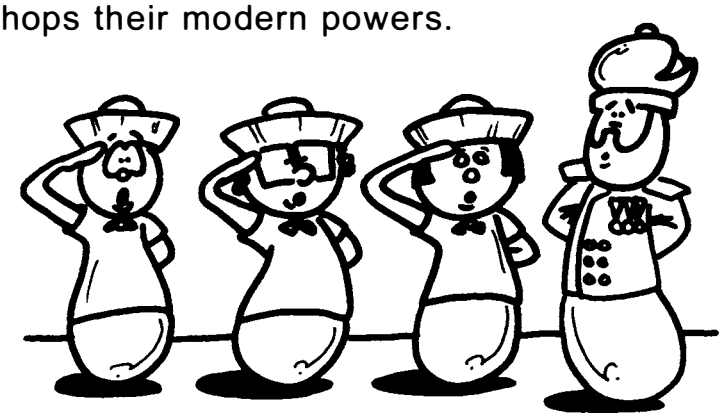
MASTER OF THE SEVEN SEAS

ARABIAN MATE. A rook and knight can also work together to checkmate a king in the corner, without help from any other pieces.

This type of mating position appeared in Arabic writings 800 years ago, before the rule changes of the 15th century, which gave the queens and bishops their modern powers.



Arabian Mate



AHOY, SHIPMATES!

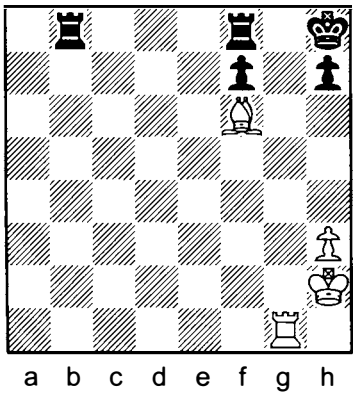
MORPHY MATE. A rook and bishop can combine in various ways for a checkmate. In the *Morphy mate*, the bishop gives the final check against a king in the corner. It is named for New Orleans master Paul Morphy, who won an important game with this pattern in 1857.

PILLSBURY MATE. Another "R & B combo" is the *Pillsbury mate*, which is almost identical to Morphy's mate, except it is the rook that gives the final check. Harry Pillsbury, from Boston, was one of the world's leading players in the late 1800's.

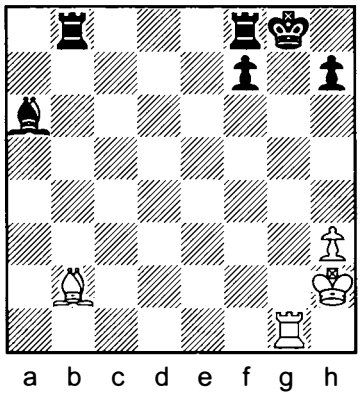
The real difference between a Morphy and Pillsbury mate is the typical sacrifice that precedes them. These are shown in the last diagram below.

Black to move wins with 1...Rxc3! If white recaptures, black has a Morphy mate. 2.bxc3? Rb8+ 3.Ka1 Bxc3#

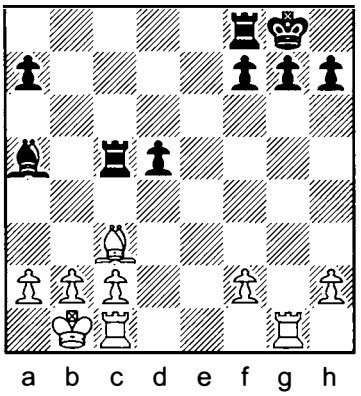
However, if white goes first, we get a Pillsbury mate. 1.Rxg7+ Kh8 2.Rg8+! This double check seals the deal. 2...Kxg8 3.Rg1#



Morphy Mate

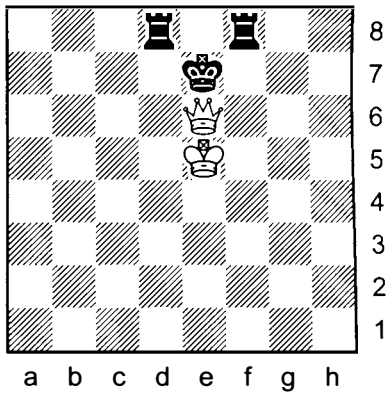


Pillsbury Mate



Black or White to Play

SWALLOW-TAIL MATE. When a defeated king has two of his own pieces standing diagonally behind him, blocking his retreat, it is known as a *swallow-tail mate*. The two pieces resemble the split tail feathers on a swallow. The mating piece is normally a queen.

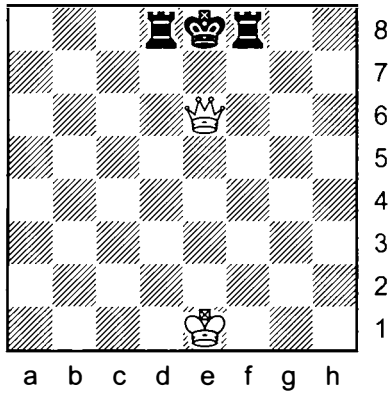


Swallow-tail Mate

EPAULET MATE. A similar pattern occurs with the *epaulet mate.* In this case, the two pieces that block the king's escape are next to him on the same rank or file. They are like the shoulder boards on a military uniform (epaulets).

LOLLI MATE. A queen and pawn are sometimes enough to force mate against a castled king. In the *Lolli mate*, shown in the first diagram below, white wins by 1.f6! g6 2.Qh6 and there is no way to stop 3.Qg7#. Giambattista Lolli was an Italian master of the 18th century.

I wonder if he invented the lollipop too!?

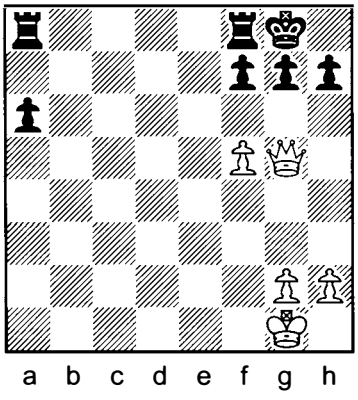


Epaulet Mate

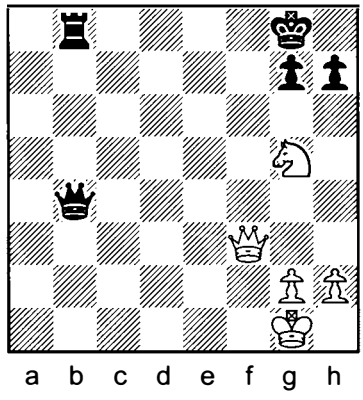
SMOTHERED MATE. To 'smother' something means to take away its air, like putting a blanket over a fire. A *smothered mate* happens when a king is completely surrounded by his own pieces, and gets checked by a knight.

An example from the Caro-Kann Defence is 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Qe2?! Ngf6? 6.Nd6#.

More spectacular is the combo shown in the second diagram below: 1.Qd5+ Kh8 (1...Kf8 2.Qf7#) 2.Nf7+ Kg8 3.Nh6+! This double check is the first surprise. 3...Kh8 4.Qg8+! Now the queen is sacrificed! After 4...Rxg8, the black king is left choking in the corner. 5.Nf7#



Lolli Mate
White to Play



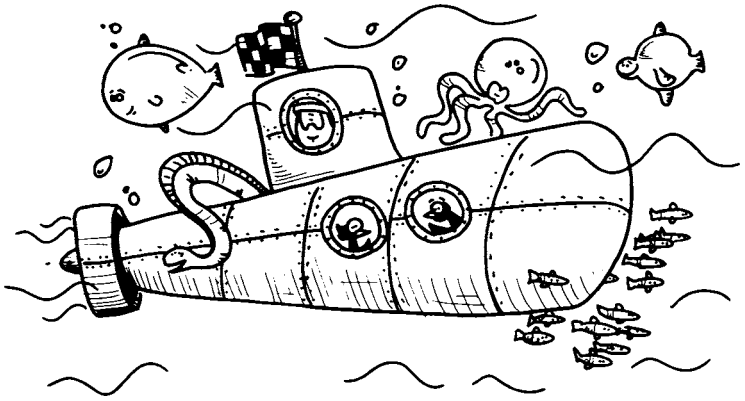
Smothered Mate
White to Play

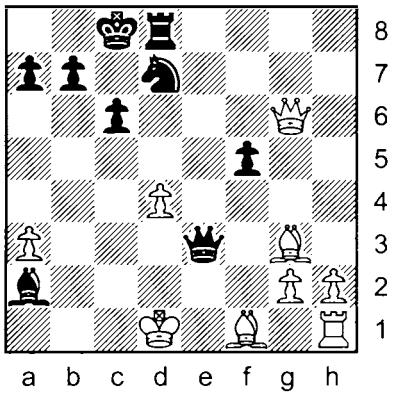
CRISSCROSS MATE. A king on the edge of the board can be checkmated very easily by a queen and bishop. With black to move in this diagram, the basic *crisscross mate* is achieved by 1...Bb3#. The queen crisses, the bishop crosses!

With some help, this mate can also be done by two bishops. The classic example, which usually takes place on the queenside, is known as *Boden's mate*. White to play sacks the queen to mate in 2. 1.Qxc6+! bxc6 2.Ba6#

We'll say farewell with a notable quote by the English chess master Samuel Boden:

"Don't miss a check, it might be mate!"





Crisscross Mate
Black or White to Play

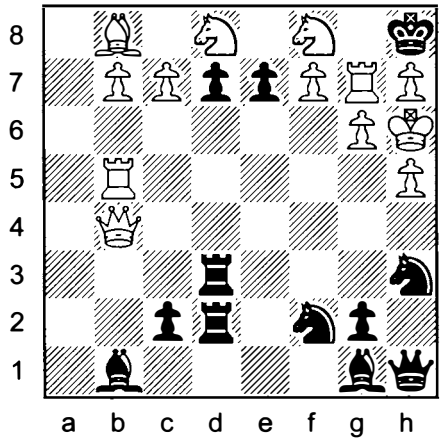
LILY'S PUZZLERS

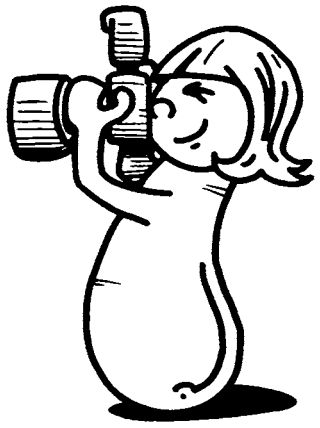
Here's an unusual puzzle which has sixteen mates in a row!

Each time that you find a mate, take the mating piece off the board and then find another mate in 1.

Following the last mate by white, do the same thing with the black pieces.

Good luck! ☞ *278*





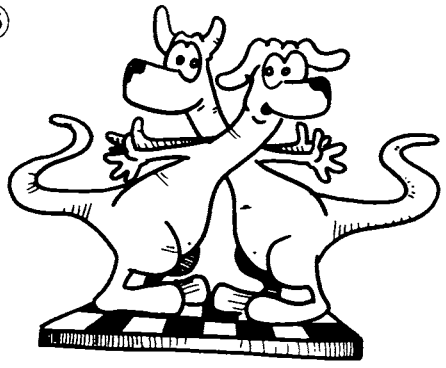
MATE IN 1

After you find the solution, remove the white piece that gave mate. Then find another mate in 1 for white! Repeat this ten times, removing the mating piece after each mate. The 10th mate will be by the queen.

At that point, remove the white queen and find a mate in 1 for black! Then, like before, remove the mating piece and find another mate in 1 for black. Repeat this six times. The final mate will be by the black queen.

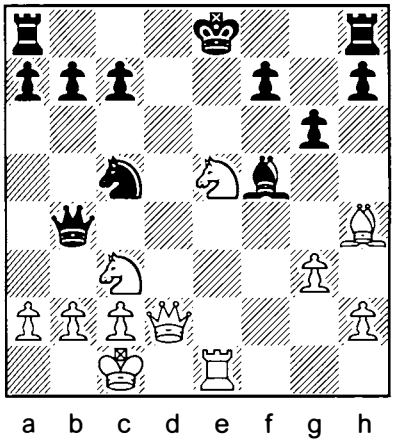
Switcheroos

(25)



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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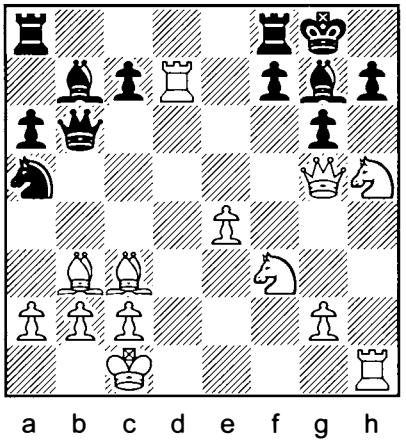

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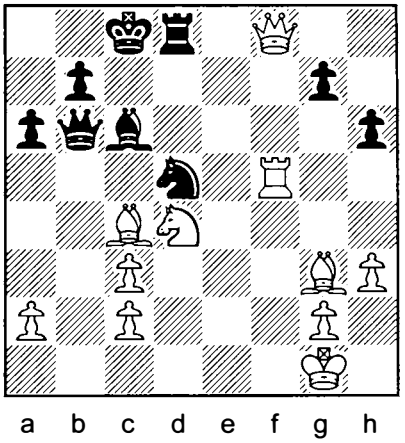
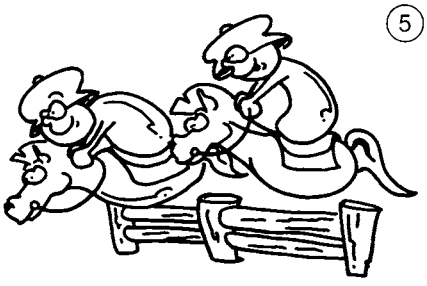


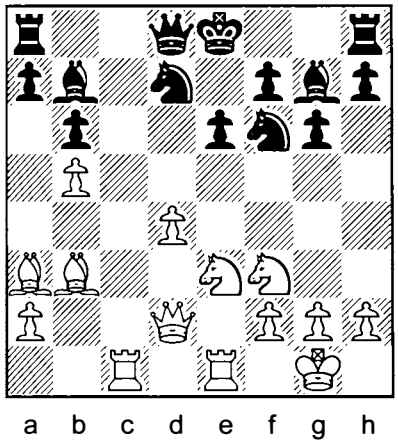
DOUBLE WHAMMY

(5)



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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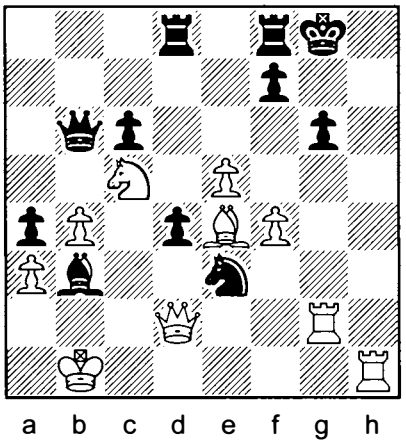

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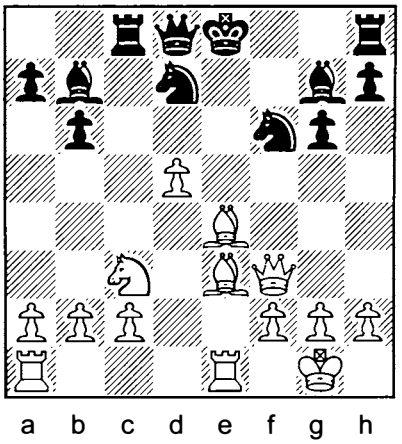
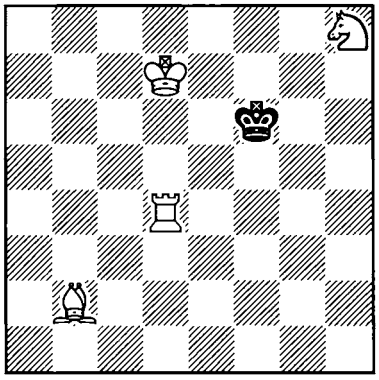


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

MATE in ONE #50

❶



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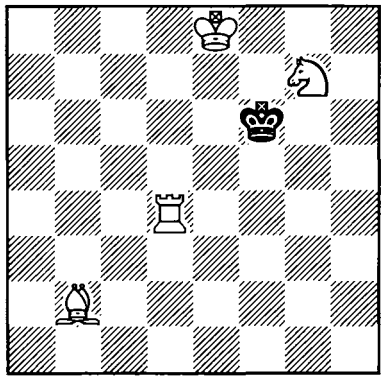

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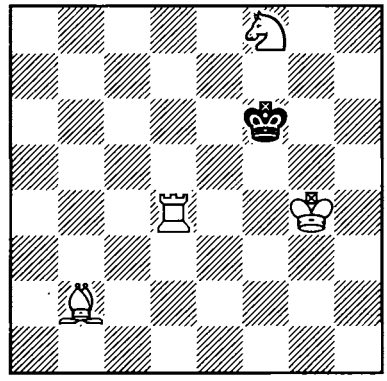

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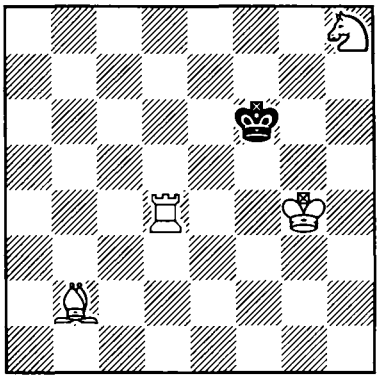

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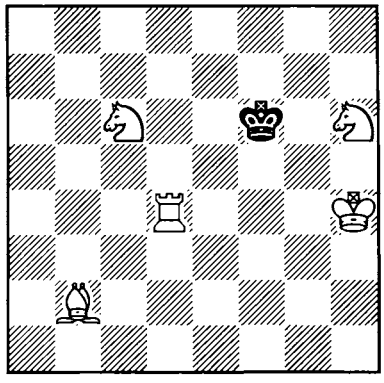

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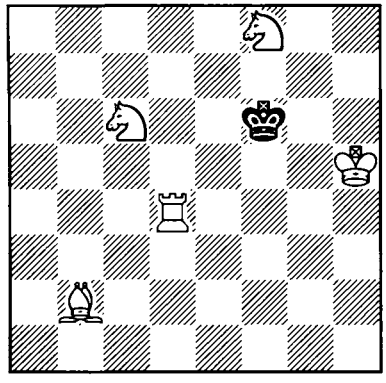

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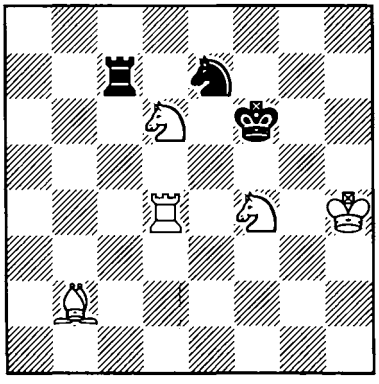

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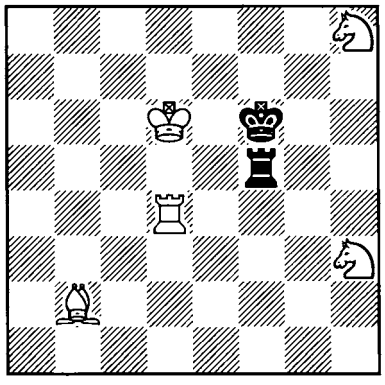

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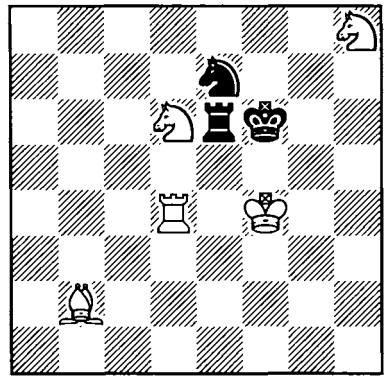
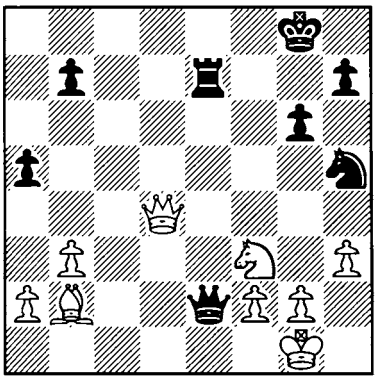


250 ☜ WHITE TO MOVE

MATE in TWO #30

❶



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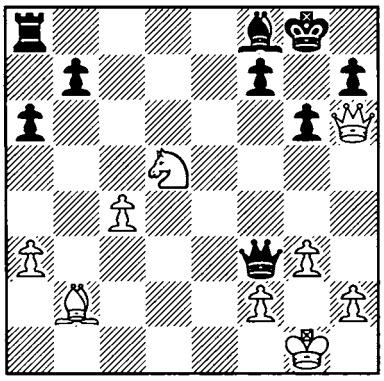

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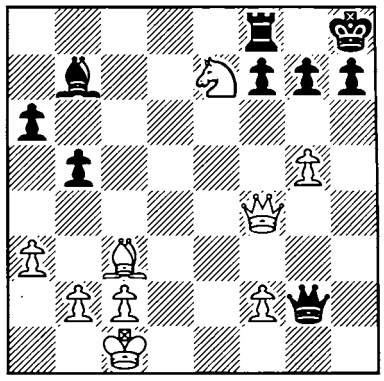

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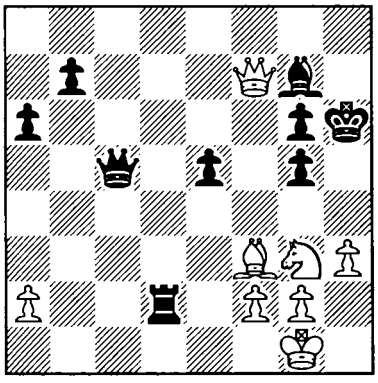

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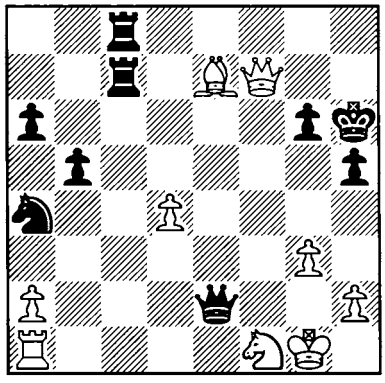

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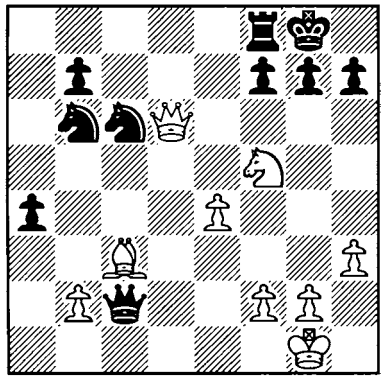

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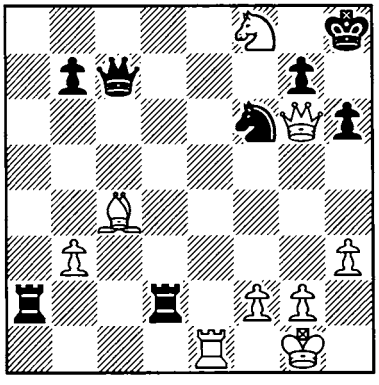

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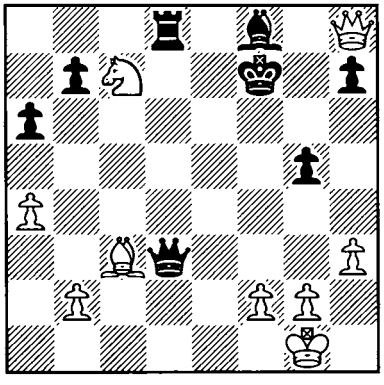

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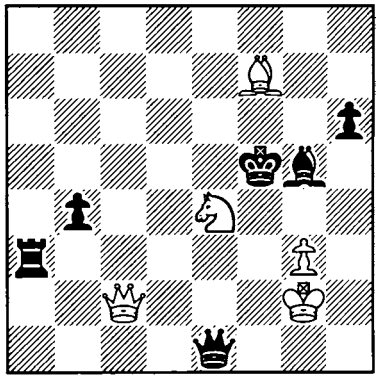
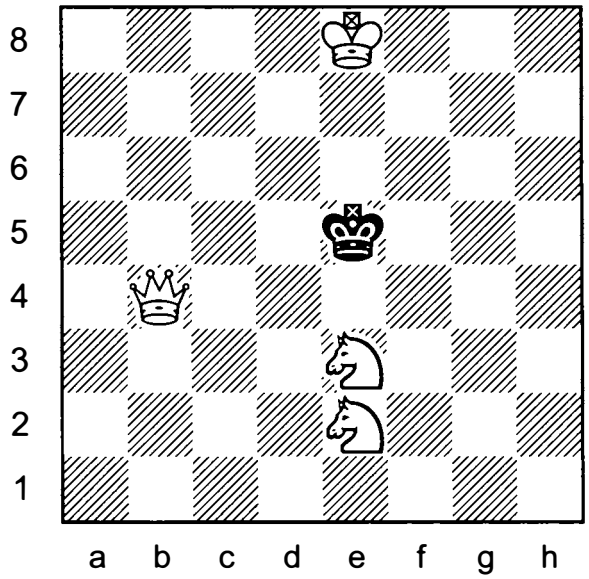


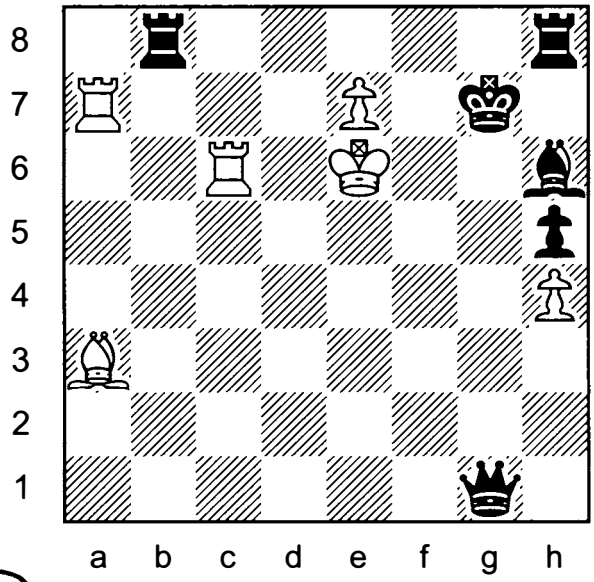
KIRIL'S KONTEST 50

❶



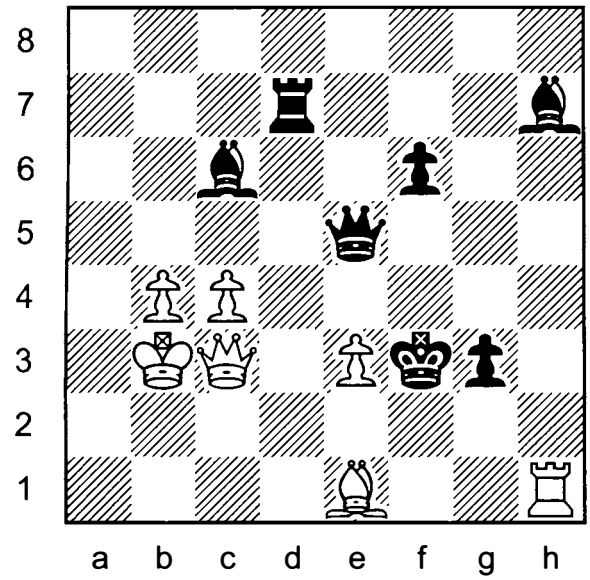
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

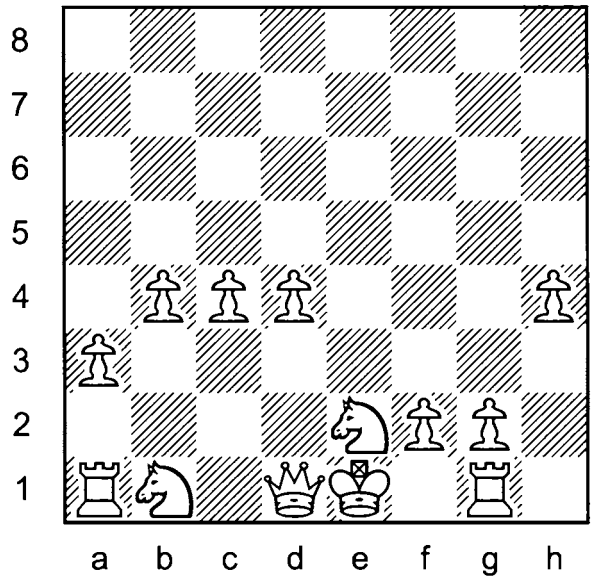
❸



QUEEN MAZE IN 9

Only the white queen moves. Capture the black king in nine moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

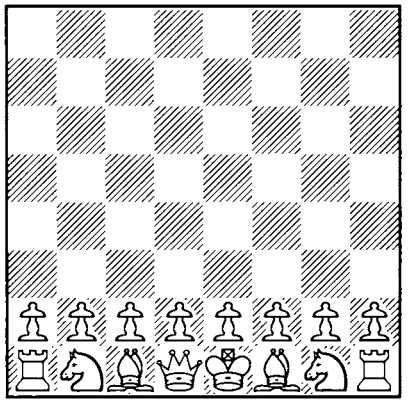
LILY'S PUZZLERS

In the opening, it can be difficult getting your pieces out from behind the pawns. This puzzler makes it even harder!

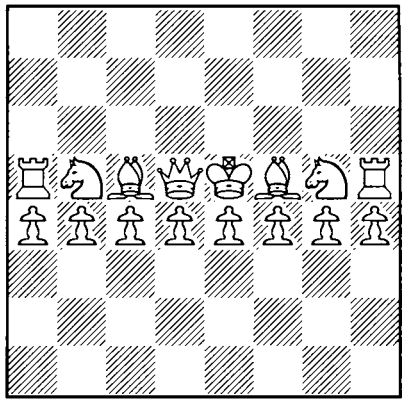
The white pieces have just thirty-one moves to get from A to B.

Can you complete the opening in time? ☞ 278

A



B



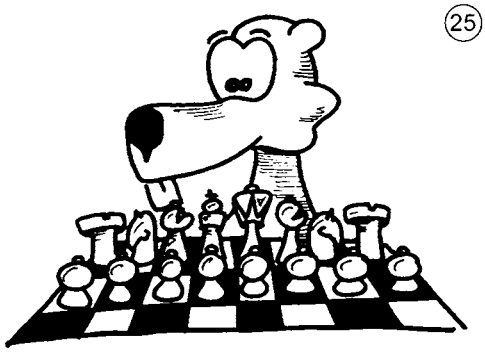
31 MOVES

"INVERTED OPENING"

Starting in the position on the left, make 31 moves (or less) to reach the position on the right.

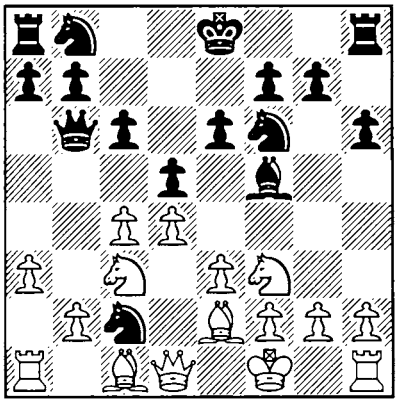
WHO'S THE GOOF?

25



Calling all chess thinkers! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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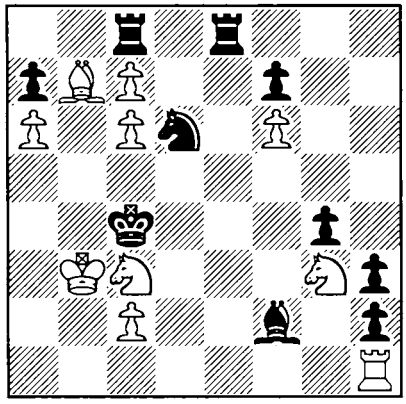

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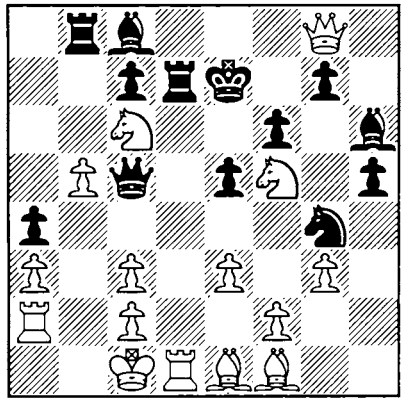
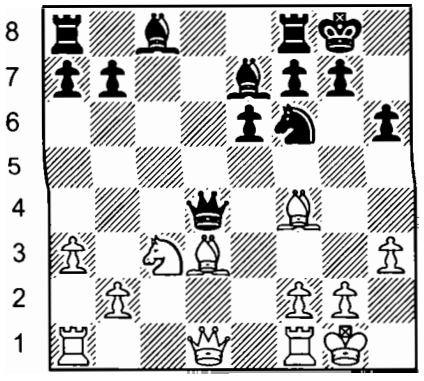


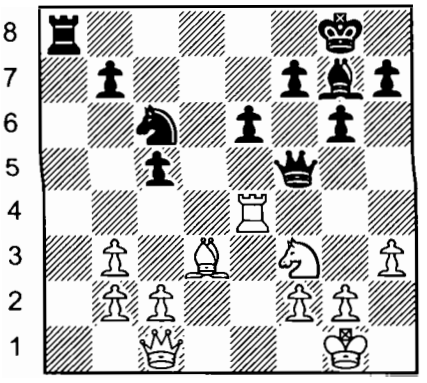
TACTICS 101

(40)

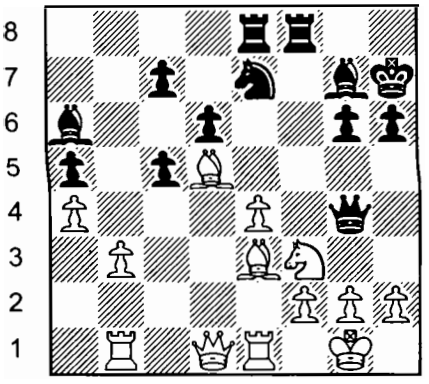
WHITE TO MOVE **FIND the DISCOVERED ATTACKS** *WIN MATERIAL*



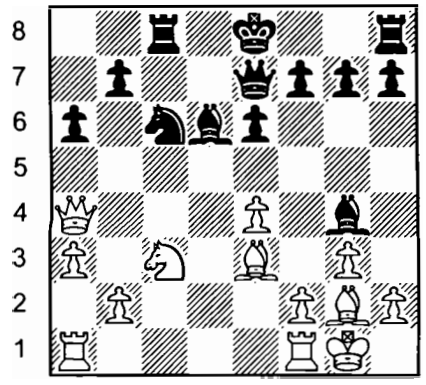
❶ a b c d e f g h



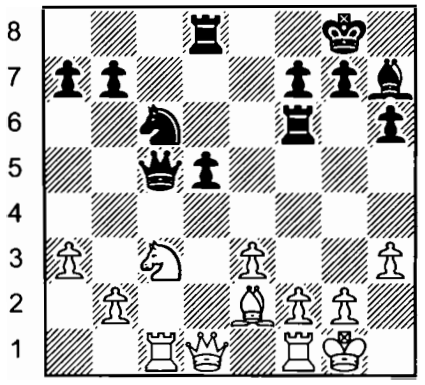
❷ a b c d e f g h



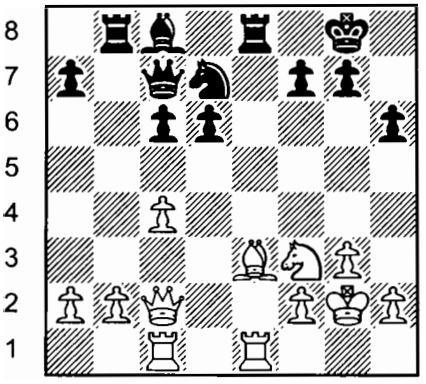
❸ a b c d e f g h



❹ a b c d e f g h



❺ a b c d e f g h



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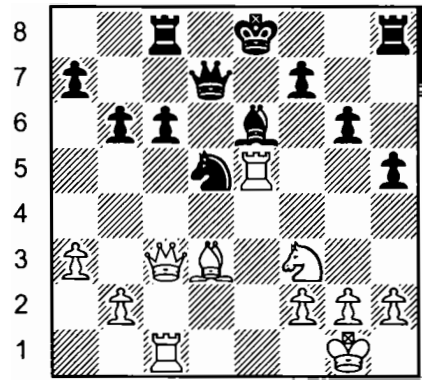

❼ a b c d e f g h

FIND 2
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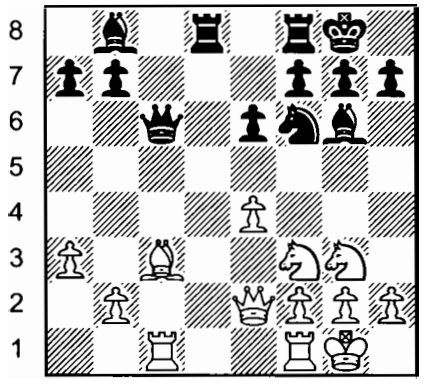

❽ a b c d e f g h

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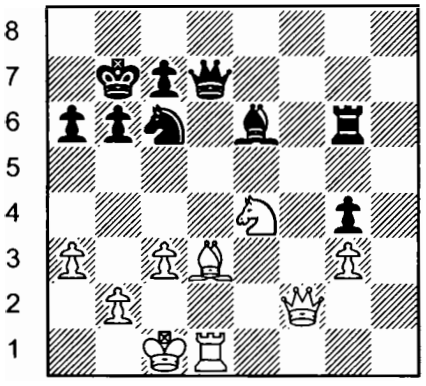
DISCOVERED ATTACKS

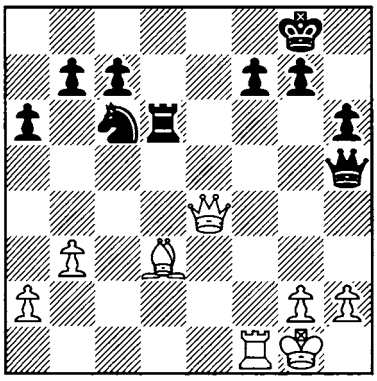


❾ a b c d e f g h

FIND 4
DISCOVERED ATTACKS

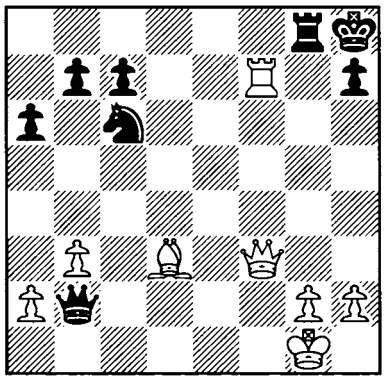
MATE in ONE #51

❶



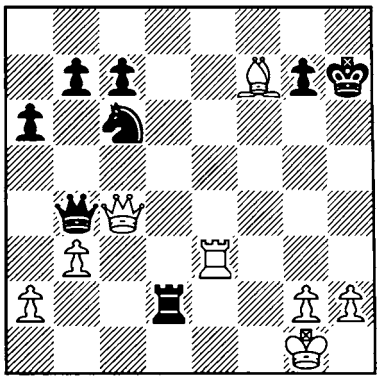
a b c d e f g h

❷



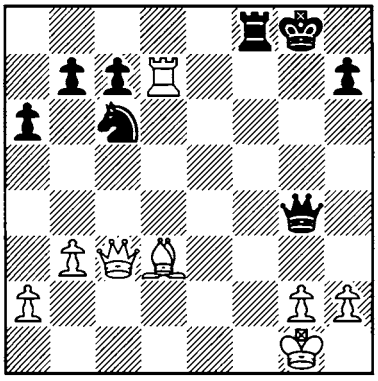
a b c d e f g h

❸



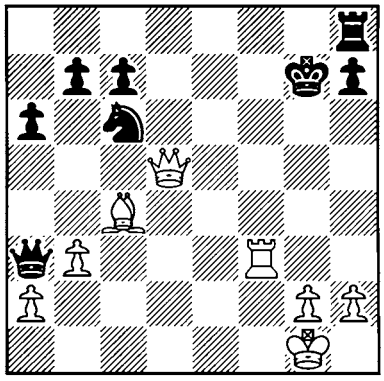
a b c d e f g h

❹



a b c d e f g h

❺



a b c d e f g h

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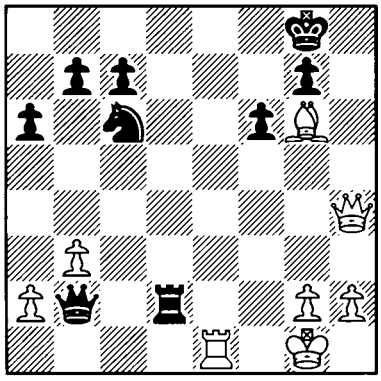

a b c d e f g h

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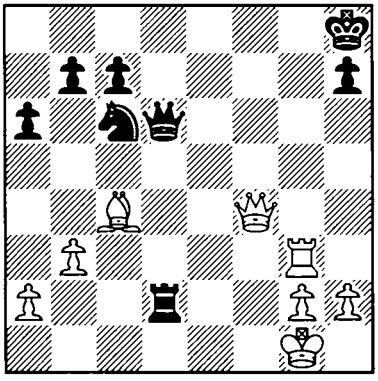

a b c d e f g h

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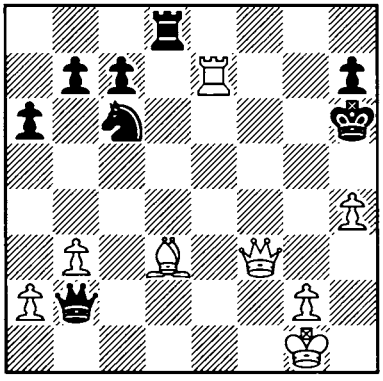

a b c d e f g h

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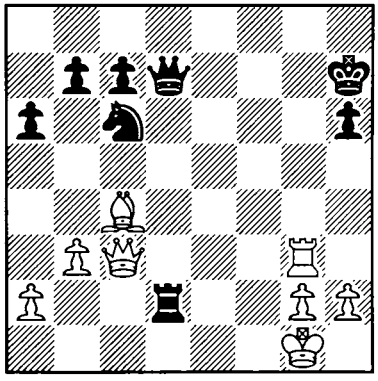
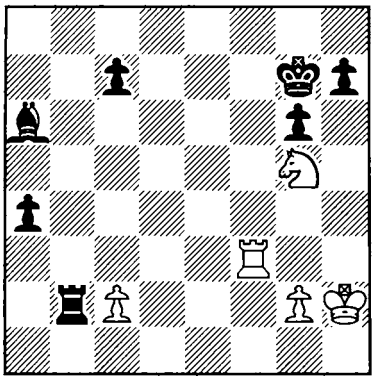


a b c d e f g h

MATE in TWO #31

❶



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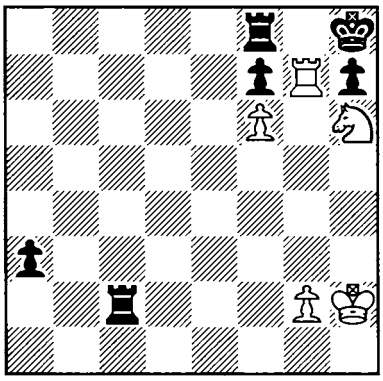

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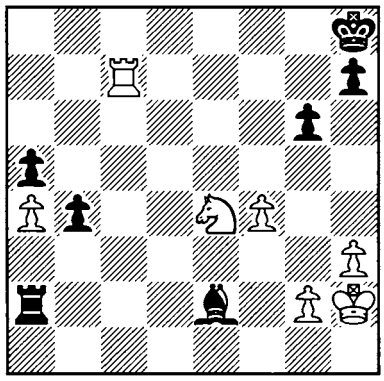

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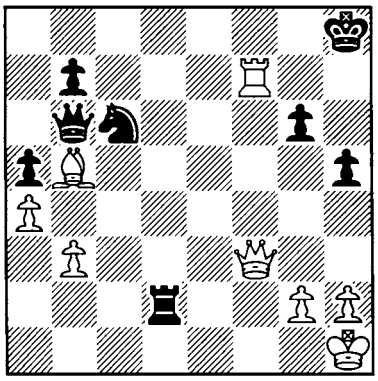

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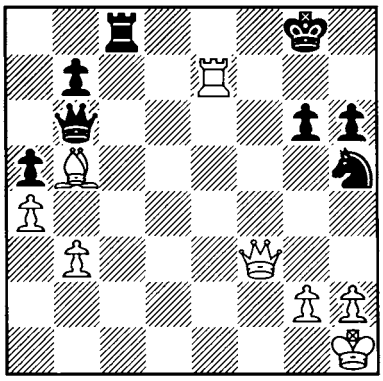

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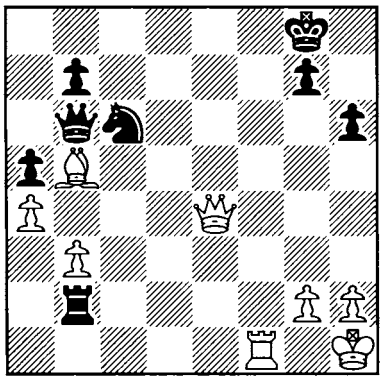

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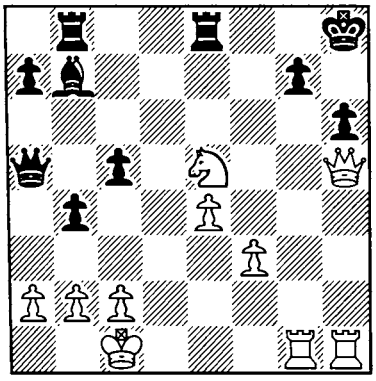

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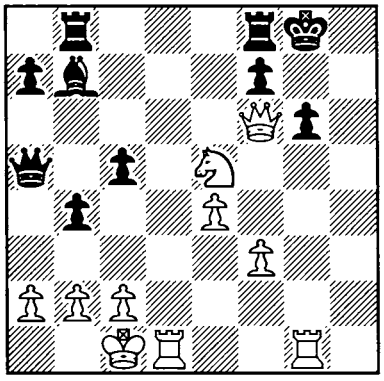

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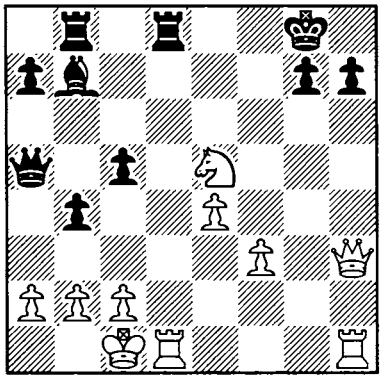


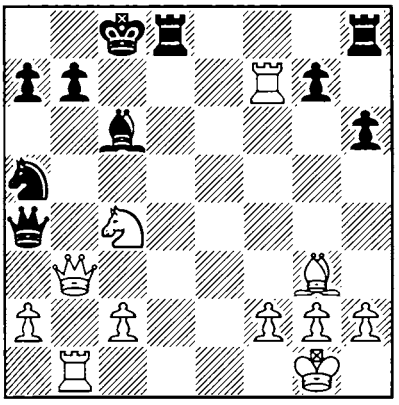
252 ☜ WHITE TO MOVE

HELPMATES

(16)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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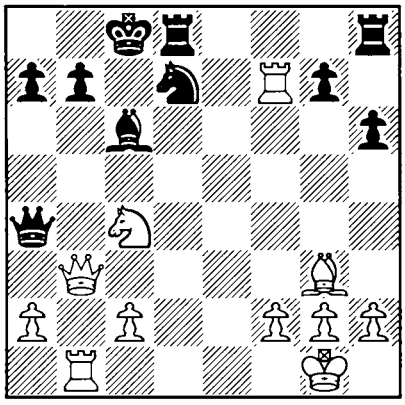

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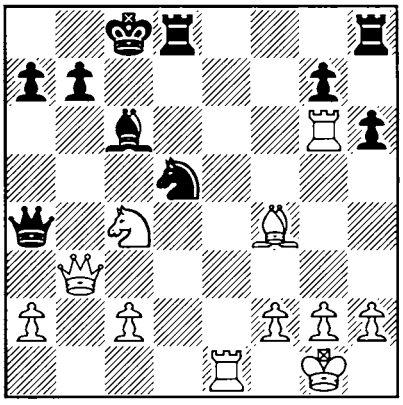


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

CHESS-O-WORD

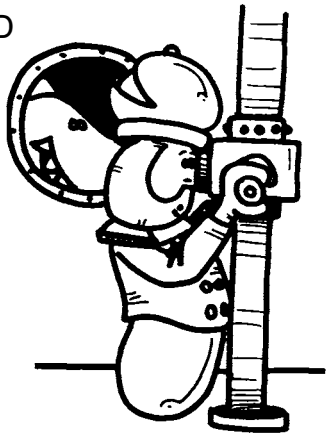
(40)

WHICH OPENINGS DO YOU PLAY?

In this word search, you are looking for the names of popular openings.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be six letters not circled. Unscramble those 6 letters to answer the riddle.

ITALIAN
SPANISH
SICILIAN
FRENCH
CARO KANN
RUSSIAN
QUEEN'S
GAMBIT
INDIAN
GRUNFELD
DUTCH
BENONI
ENGLISH
RETI
BIRD
PIRC
ALEKHINE
RAT



C D L E F N U R G N
S A F D U T C H A A
I N R D R I B I M I
C S E O S C S N B L
I P N E K S R D I A
L A C H U A C I T T
I N H R T Q N A P I
A I N O N E B N O T
N S A L E K H I N E
T H S I L G N E C R

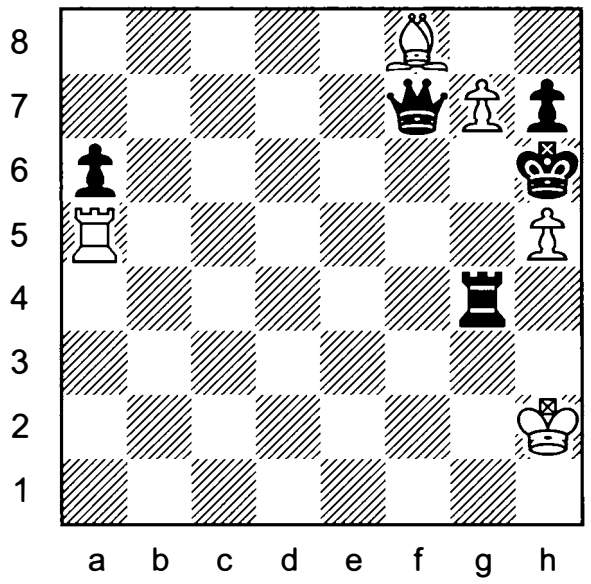
RIDDLE : ***Which opening goes well with butter?***

_ _ _ _ _ _

☞ 303, 305

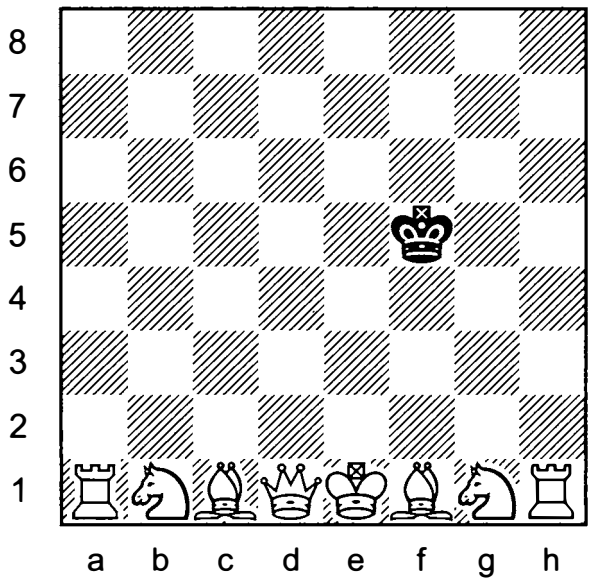
KIRIL'S KONTEST 51

❶



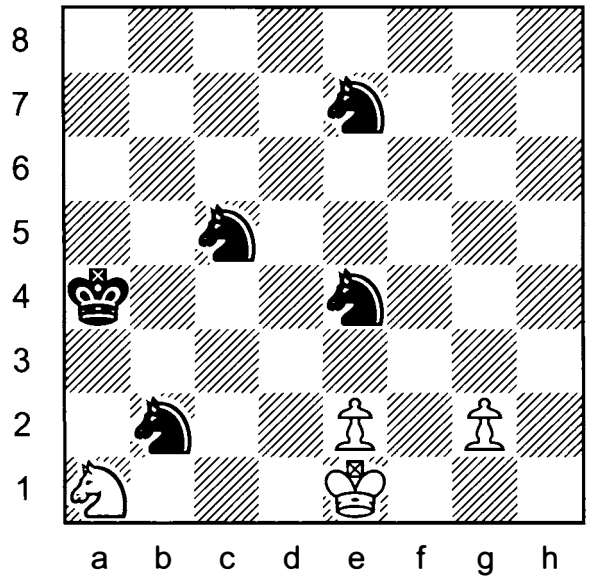
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

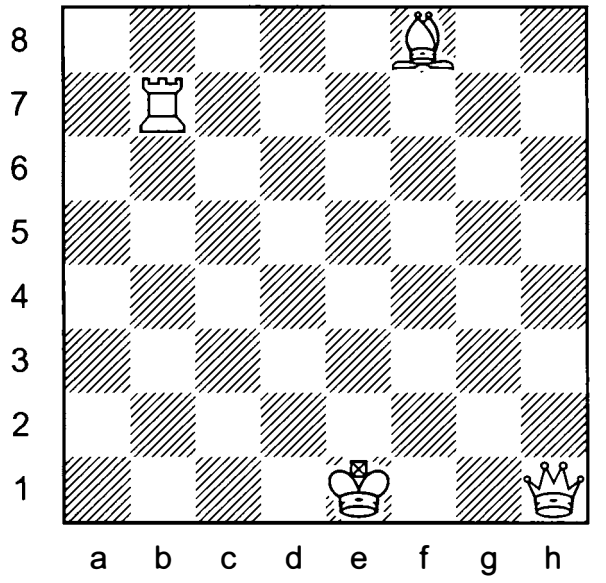
❸



KNIGHT MAZE IN 13

Only the white knight moves. Capture the black king in thirteen moves or less, without taking any pieces or moving where the knight can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

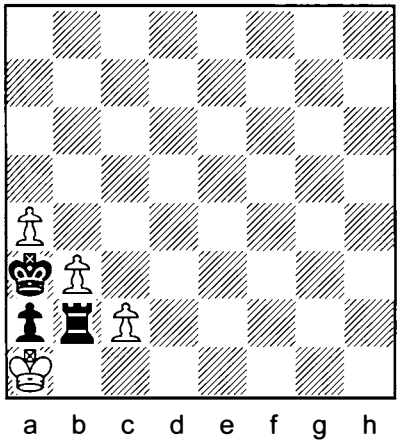
LILY'S PUZZLERS

RETRO #16 ☞ 293

Hello, private eyes!

You have three tough cases to solve. Figure out what the last two moves were in each position. If there was a capture, what was taken? Make sure all checks are legal. Good luck!!

❶



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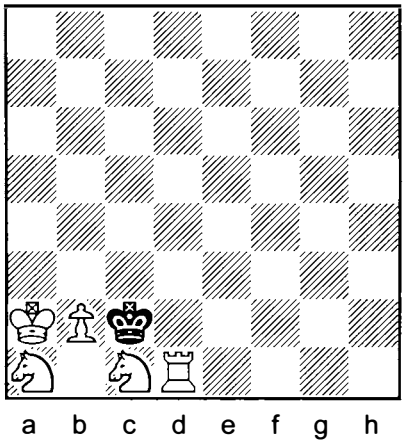

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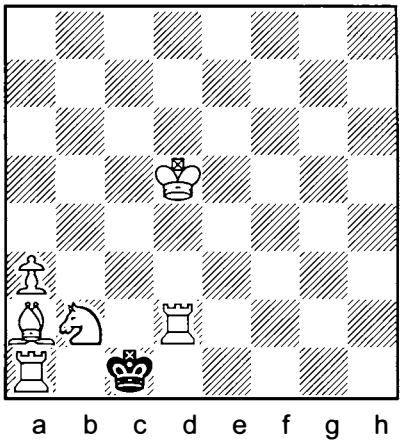
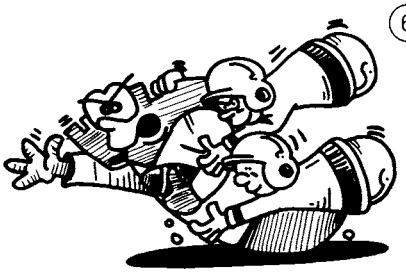


WHAT WERE THE LAST 2 MOVES? (ONE BY EACH SIDE)
IF THERE WAS A CAPTURE, WHICH KIND OF PIECE WAS TAKEN?

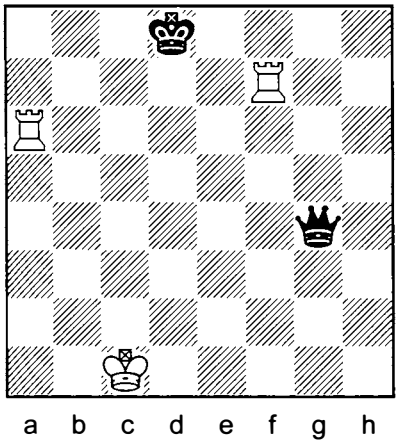
DOUBLE WHAMMY

6

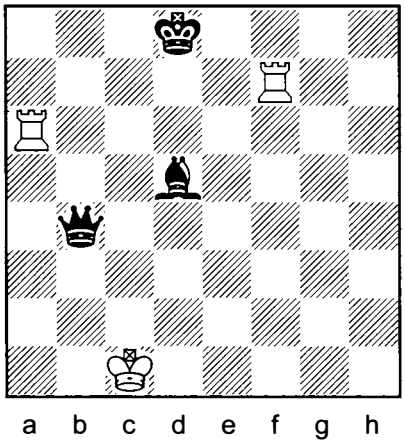


In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



❷



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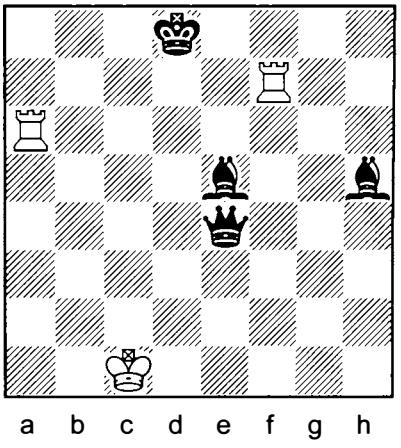


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

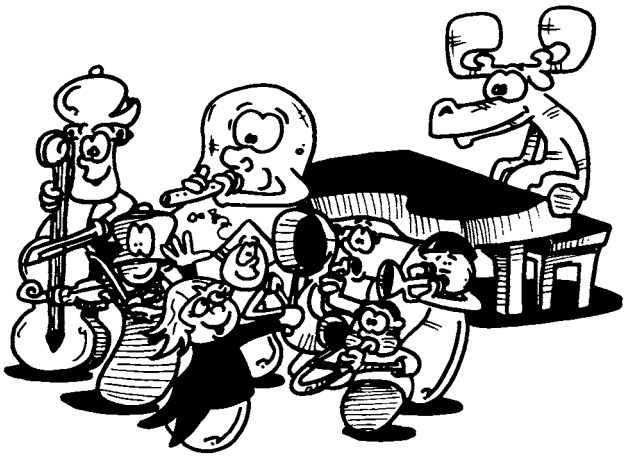
COMBO MOMBO!!

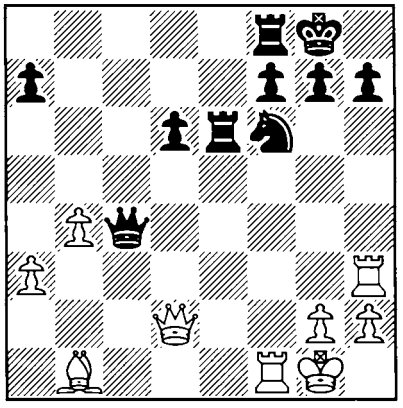
JUMBO MIX

Can you find the combinations in the following positions? Each example uses a theme from the past three Combo Mombos.

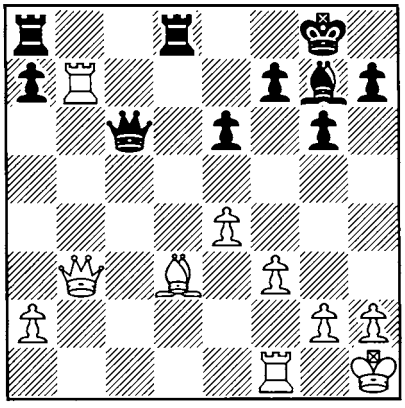
You can work on the problems as a review exercise or a quiz. Or you can just do them for fun!

☞ *268*

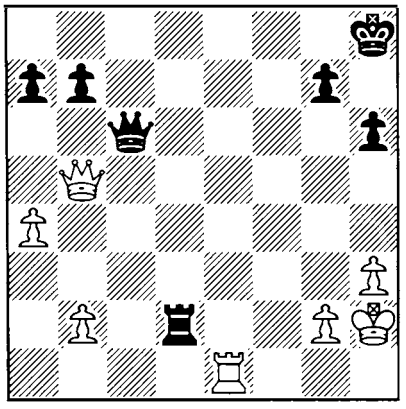




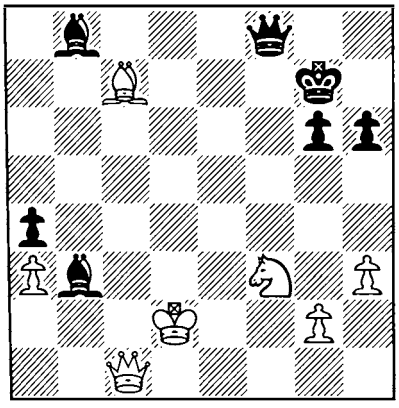
❶ WHITE TO MOVE
Win Material



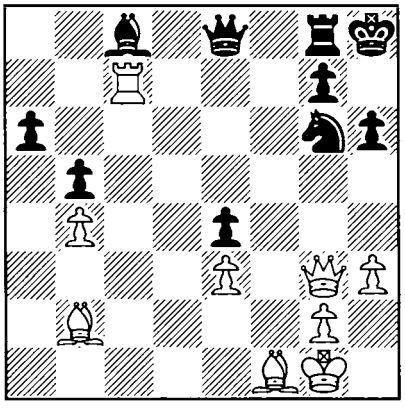
❷ BLACK TO MOVE
Win Material



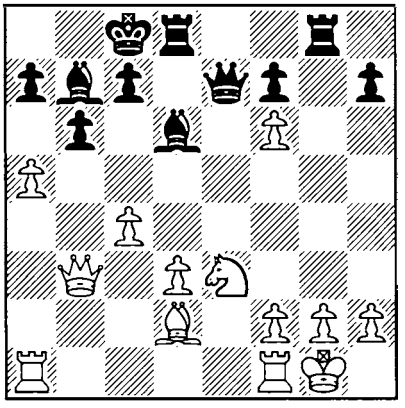
❸ WHITE TO MOVE
Win Material



❹ BLACK TO MOVE
Win Material



❺ WHITE TO MOVE
Win Material



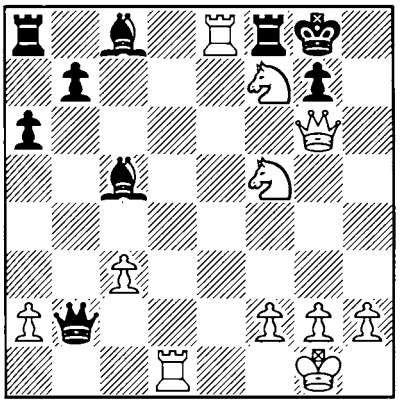
❻ BLACK TO MOVE
Mate in 4

Switcheroos

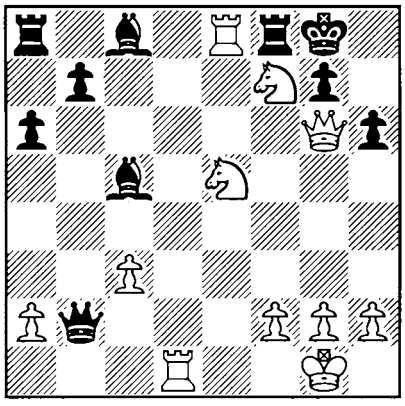
(26)

In each diagram, switch two pieces so that the black king stands in mate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the 1st or 8th rank or placing both kings in check. Good luck! ☞ 272

❶



❷



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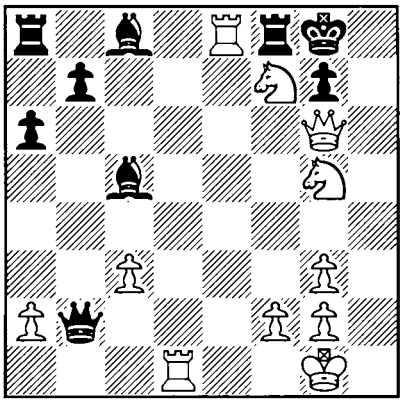

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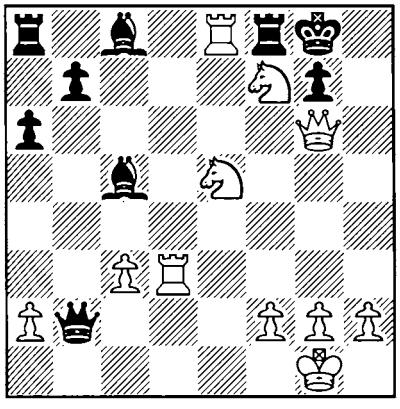

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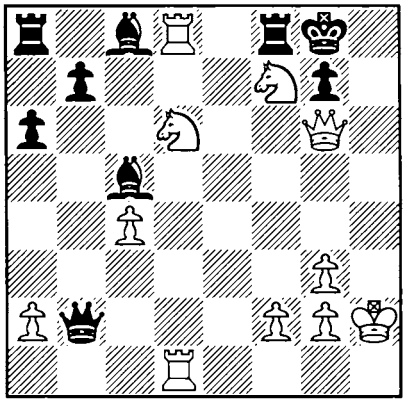

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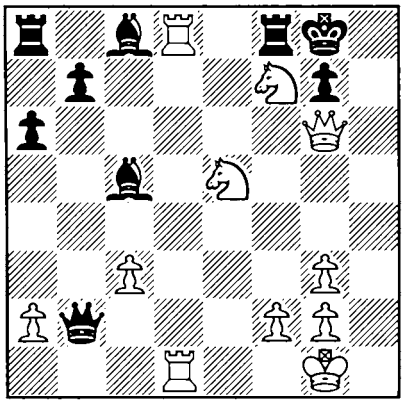

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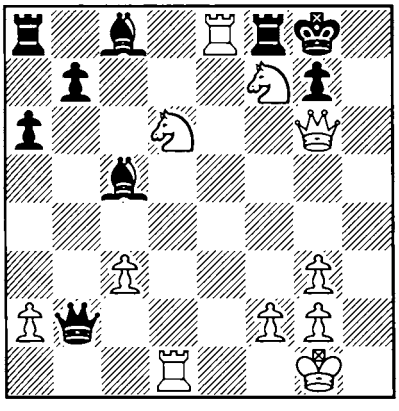

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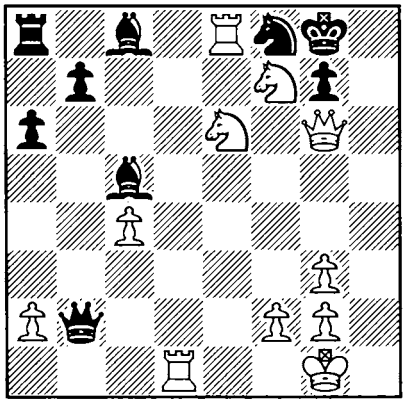

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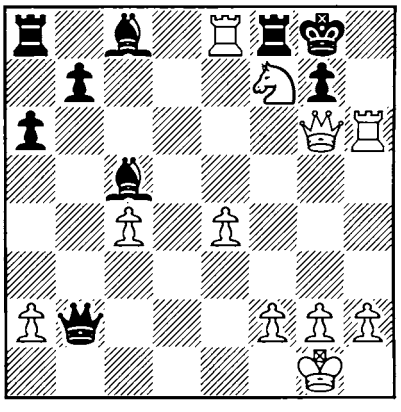

MATE in ONE #52

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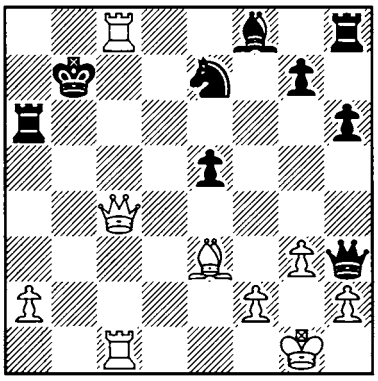

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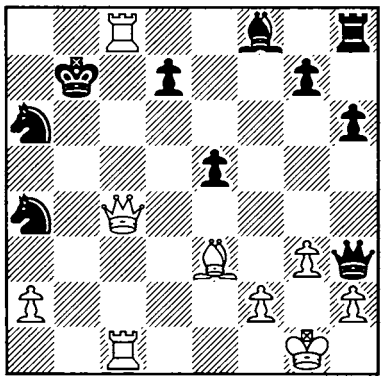

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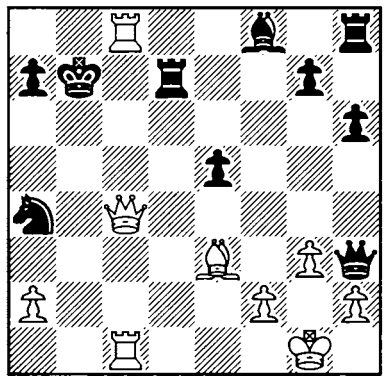

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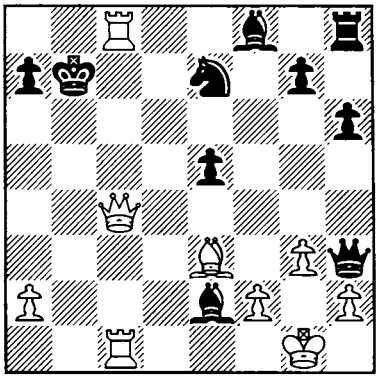

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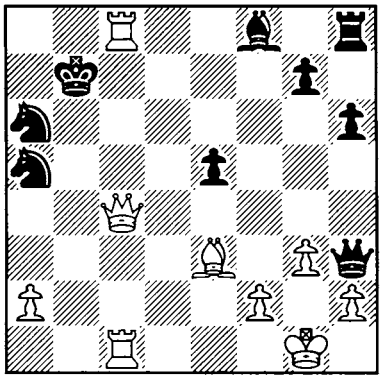

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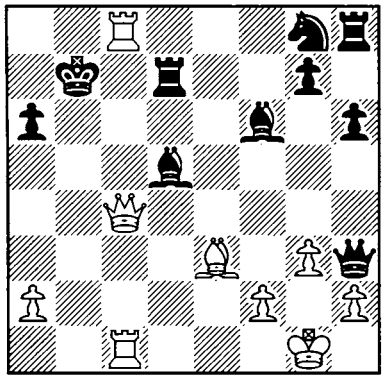

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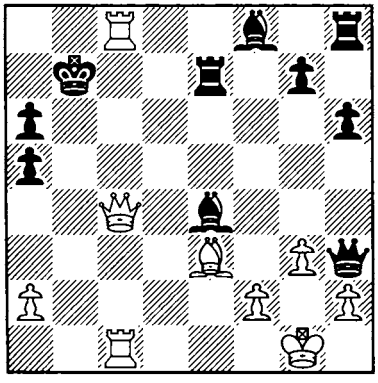

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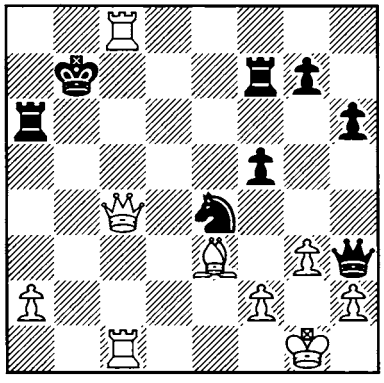

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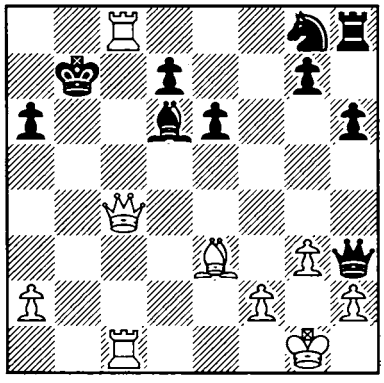
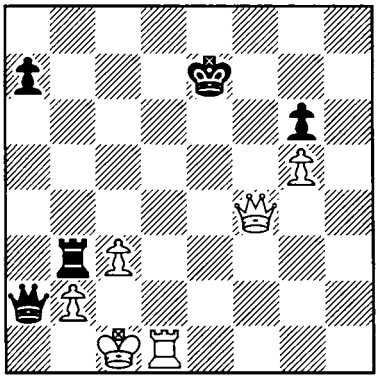


250 ☜ WHITE TO MOVE

MATE in TWO #32

❶



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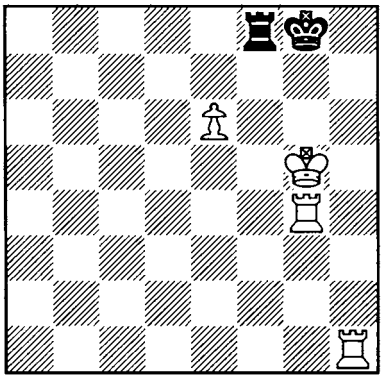

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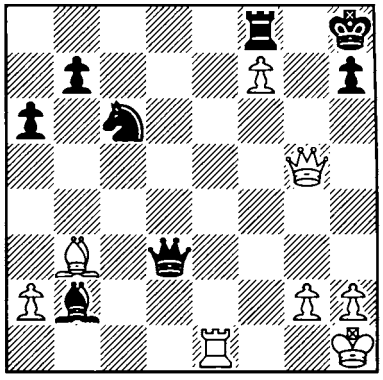

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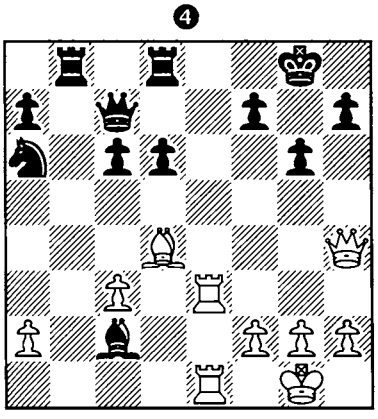

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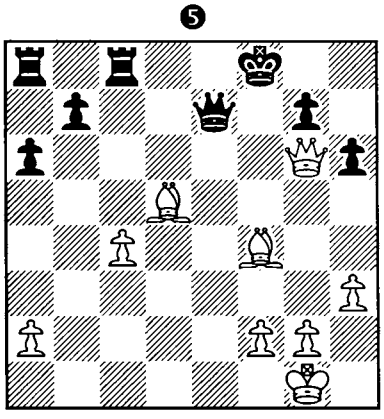

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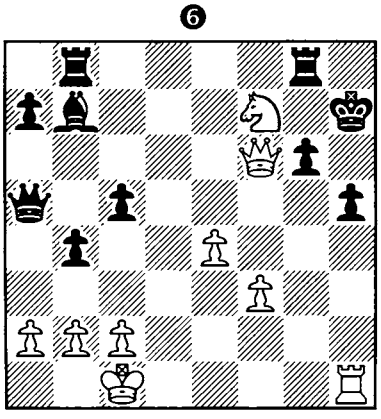

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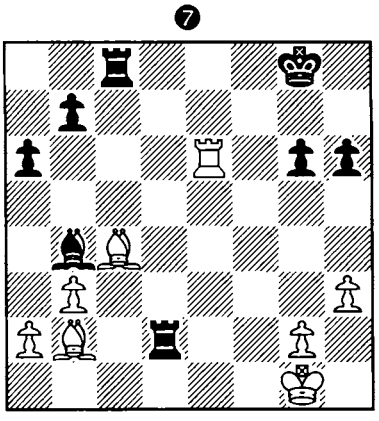

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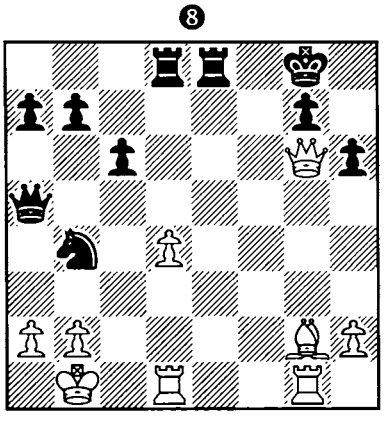

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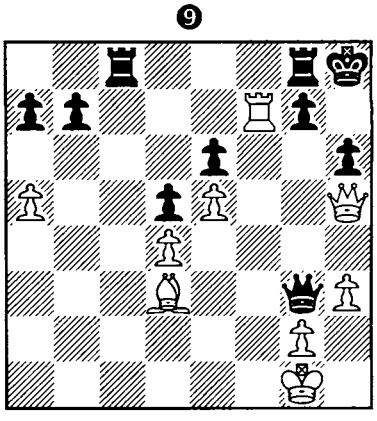
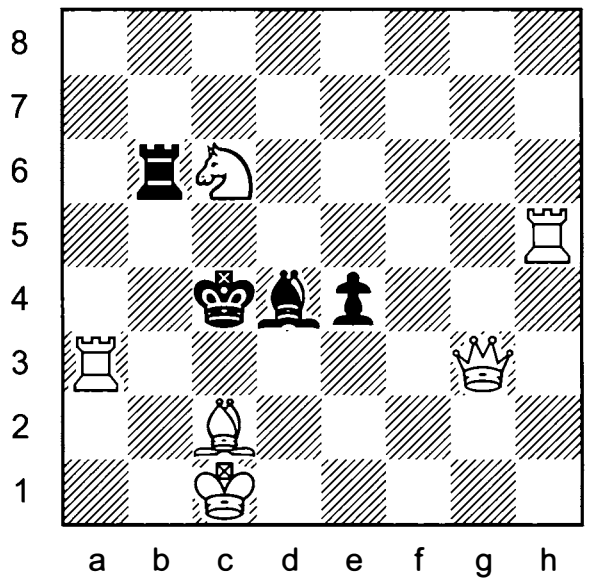


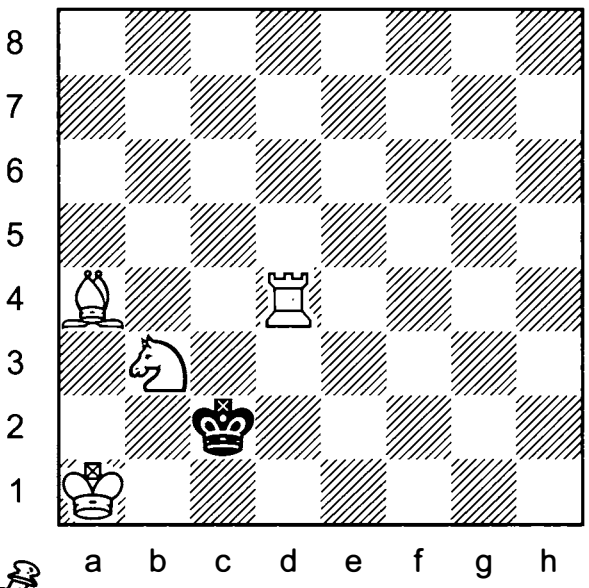
KIRIL'S KONTEST 52

❶



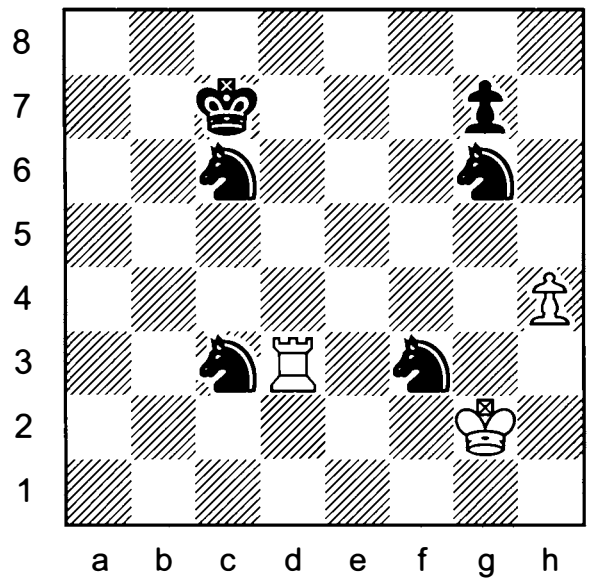
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

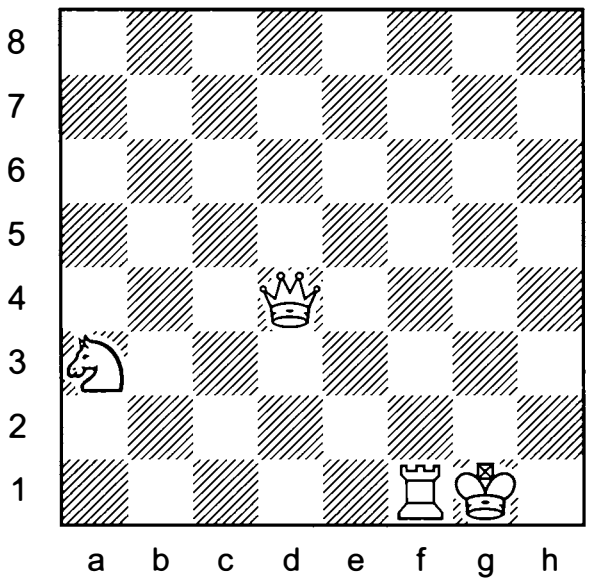
❸



ROOK MAZE IN 13

Only the white rook moves. Capture the black king in thirteen moves or less, without taking any pieces or moving where the rook can be taken.

❹

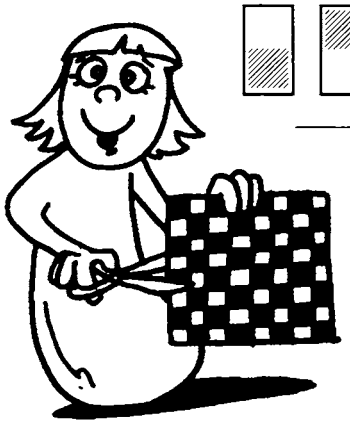


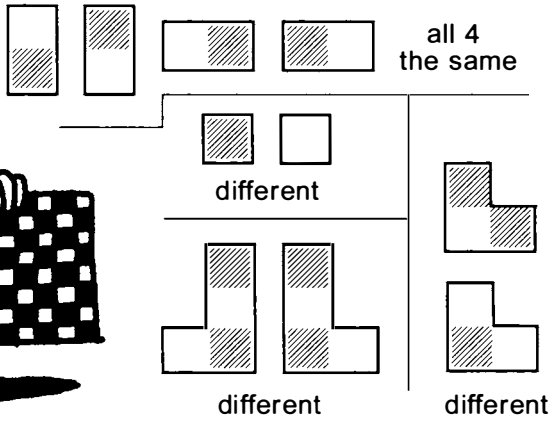
TRIPLE LOYD

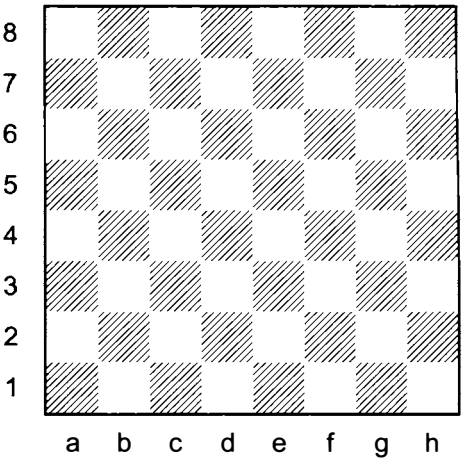
Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS







This tricky puzzle is by Sam Loyd.

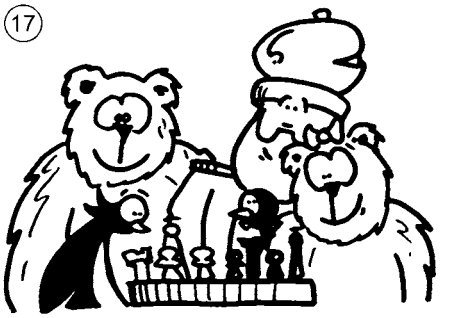
You don't really need scissors. Just draw lines on the board to show your "cuts".

Split the board into as many pieces as you can, so that all the pieces are different. The smallest piece can be one square. The same shape with different colours counts as different. Good luck! The record is 18. ☞ 278

CUT THE BOARD INTO AS MANY PARTS AS POSSIBLE WITHOUT ANY TWO PARTS BEING THE SAME

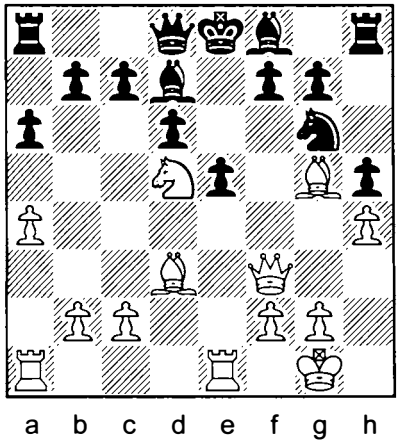
HELPMATES

(17)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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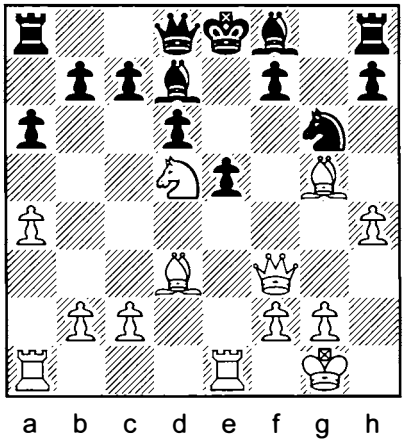

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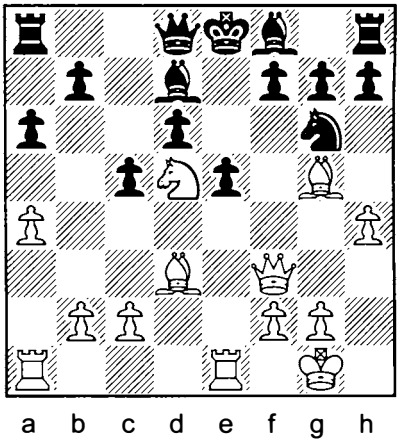
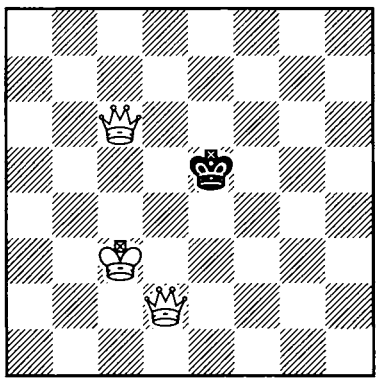


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

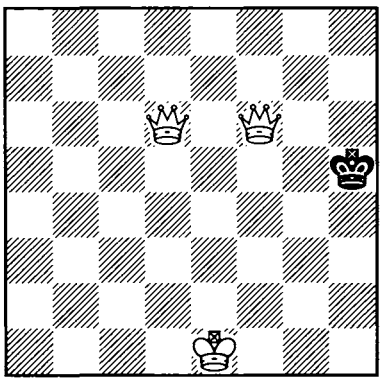
MATE in ONE #53

❶



a b c d e f g h

❷



a b c d e f g h

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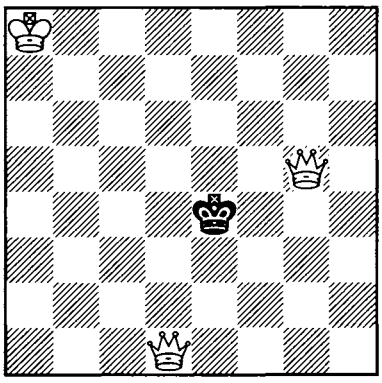
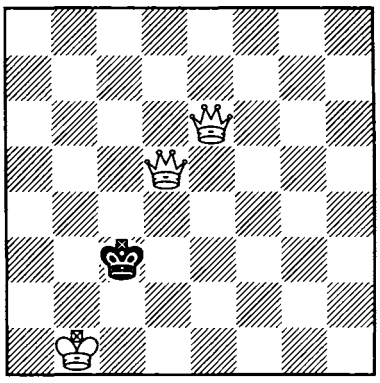


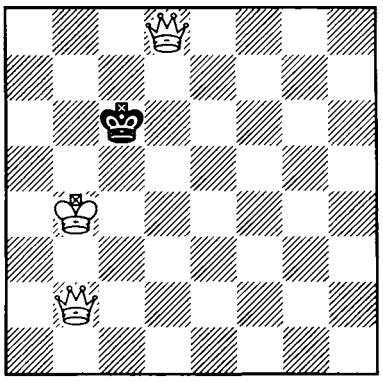
a b c d e f g h

❹



a b c d e f g h

❺



a b c d e f g h

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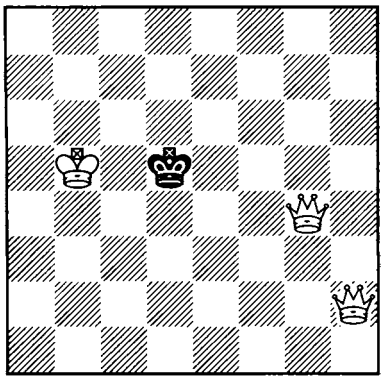

a b c d e f g h

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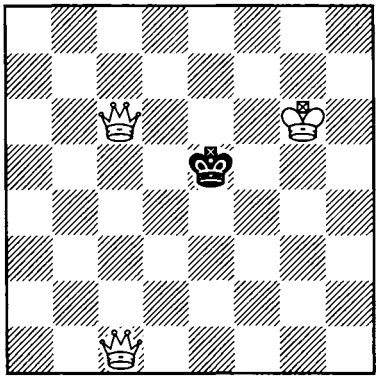

a b c d e f g h

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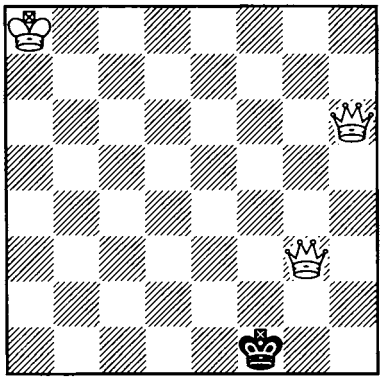

a b c d e f g h

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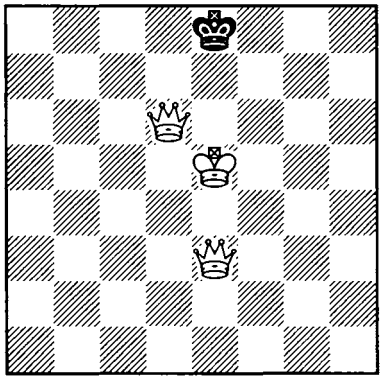


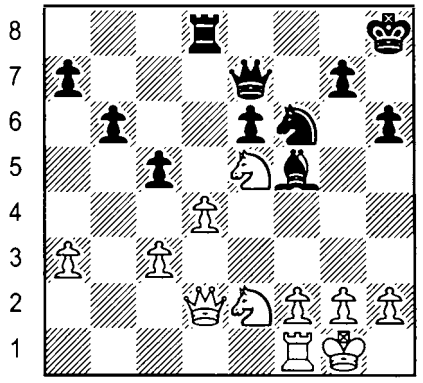
a b c d e f g h

250 ☜ WHITE TO MOVE

TACTICS 101

41

WHITE TO MOVE **FIND the KNIGHT FORKS** *WIN MATERIAL*



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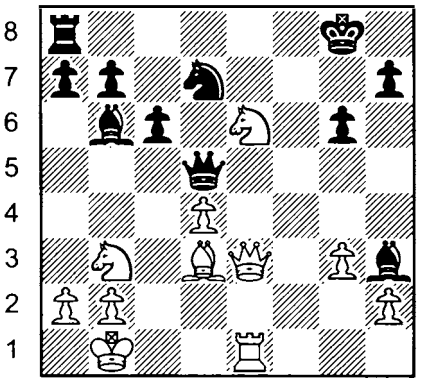

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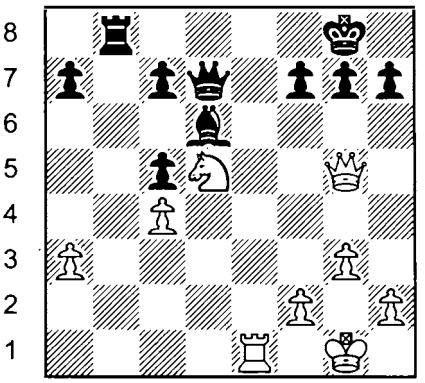

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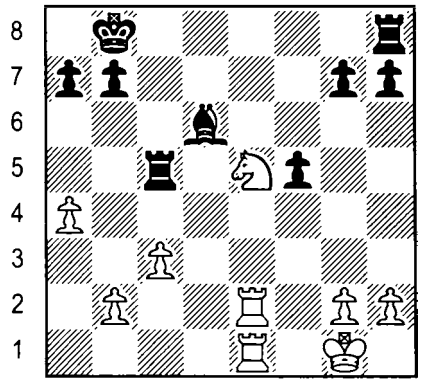
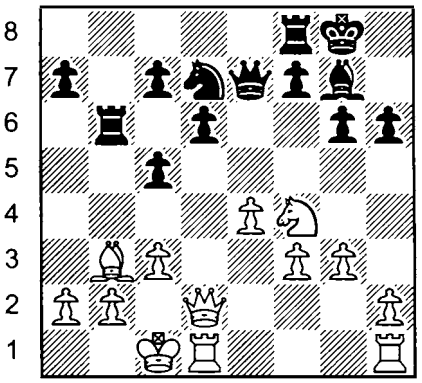


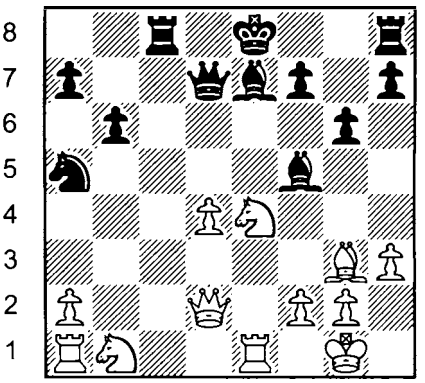
❹

FIND 2 FORKS



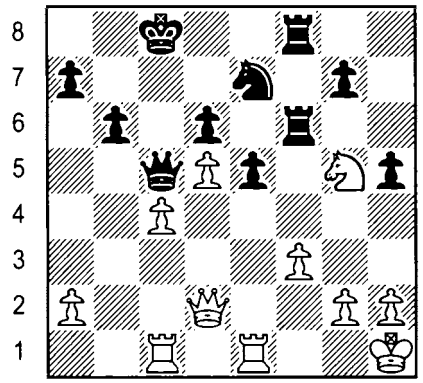
❺

FIND 2 FORKS



❻

FIND 2 FORKS



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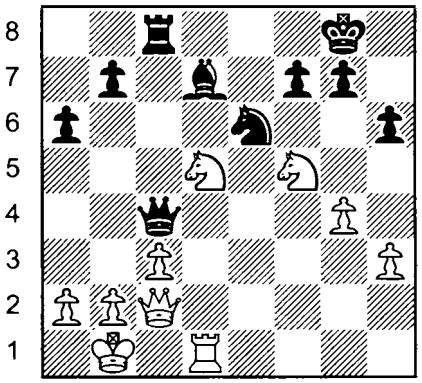
FIND 3 FORKS



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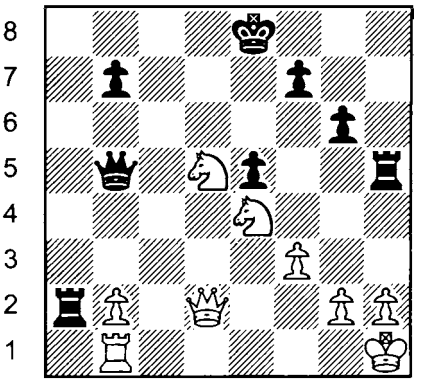
FIND 4 FORKS

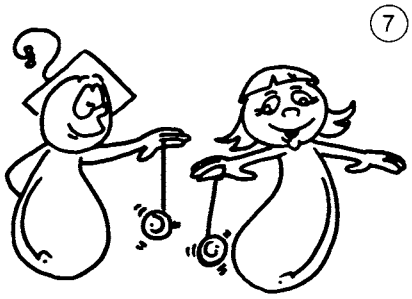


❾

FIND 6 FORKS

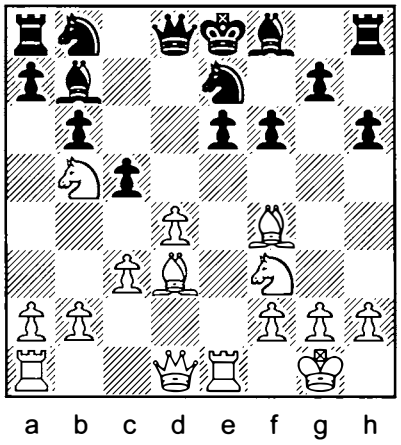
DOUBLE WHAMMY

7



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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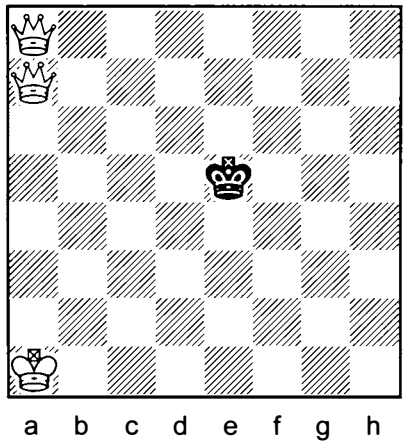

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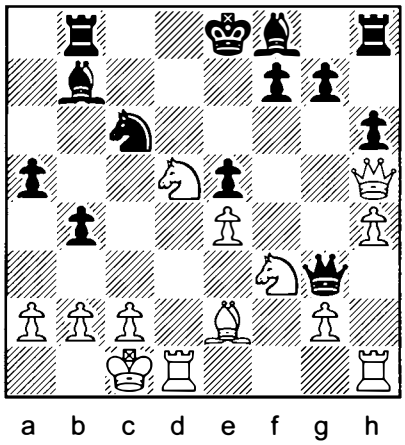


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHESS O WORD

41

HOW WAS YOUR LAST MOVE?

In this word search, you are looking for words that describe chess moves.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

BEGINNER
EXPERT
MASTER
AGGRESSIVE
PASSIVE
DEFENSIVE
SMART
STUPID
AWESOME
SILLY
IMPRESSIVE
TRAGIC
FORCING
SAVING
GREEDY
IFFY
SNEAKY
BEST

E	E	S	N	E	A	K	Y	M	D
E	V	I	S	S	E	R	P	M	I
A	I	I	E	V	I	S	S	A	P
W	S	G	S	Y	L	L	I	S	U
E	N	N	A	S	M	A	R	T	T
S	E	I	T	R	E	P	X	E	S
O	F	C	I	G	A	R	T	R	E
M	E	R	E	N	N	I	G	E	B
E	D	O	S	A	V	I	N	G	R
I	F	F	Y	D	E	E	R	G	A

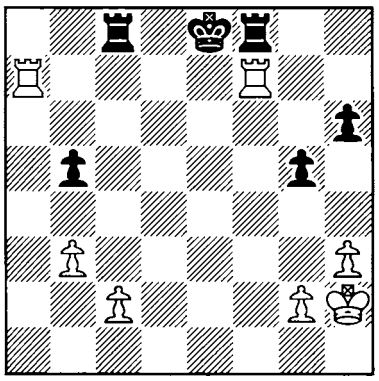
RIDDLE : ***What do you move the most in a game of chess?***

_ _ _

☞ 303

MATE in TWO #33

❶



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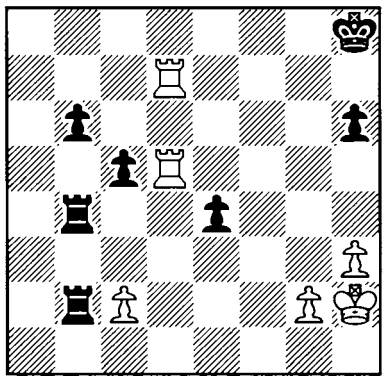

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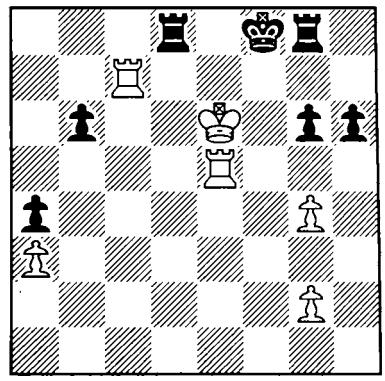

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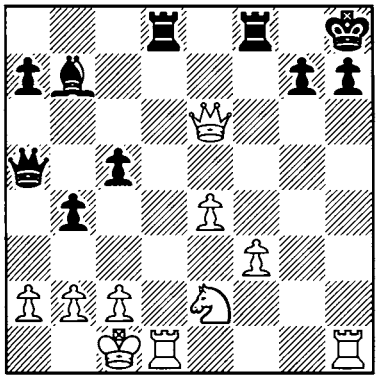

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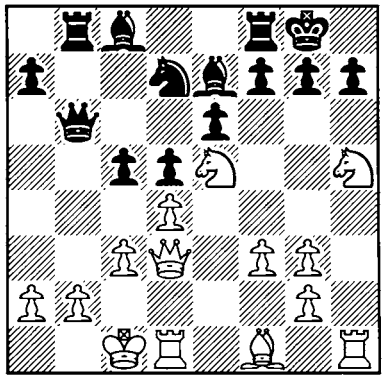

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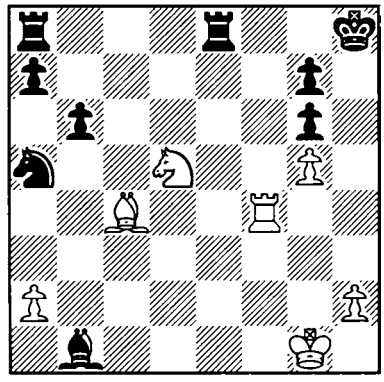

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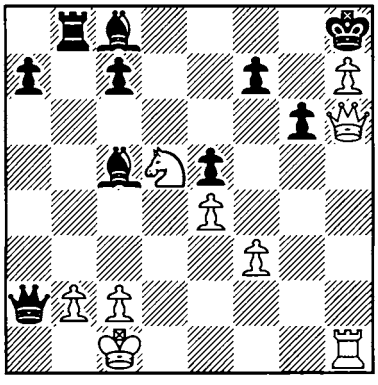

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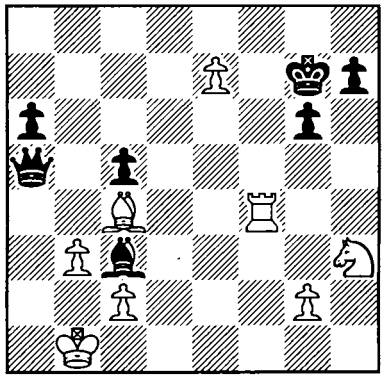

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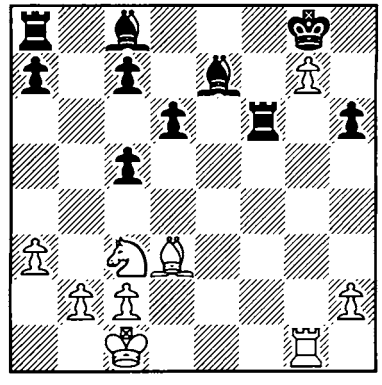
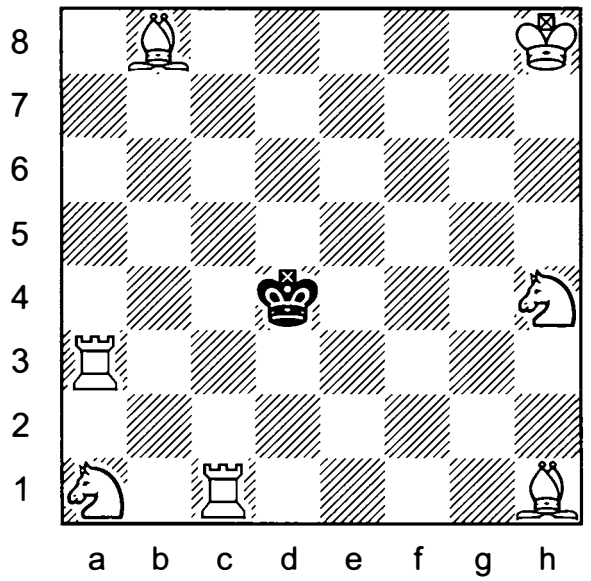


WHITE TO MOVE ☞ 252

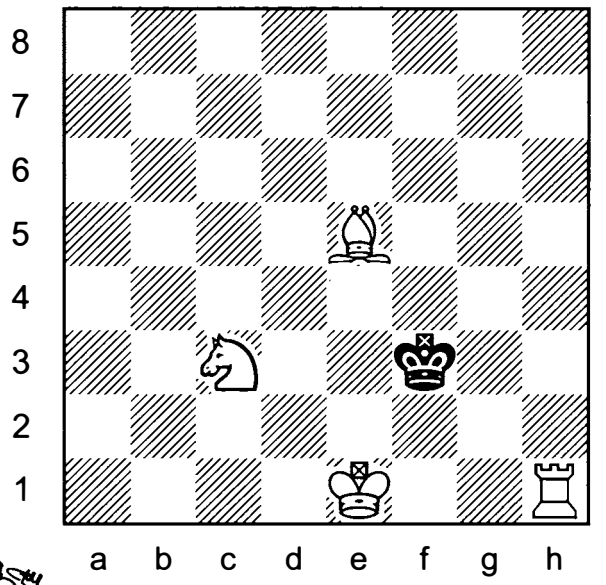
KIRIL'S KONTEST 53

❶



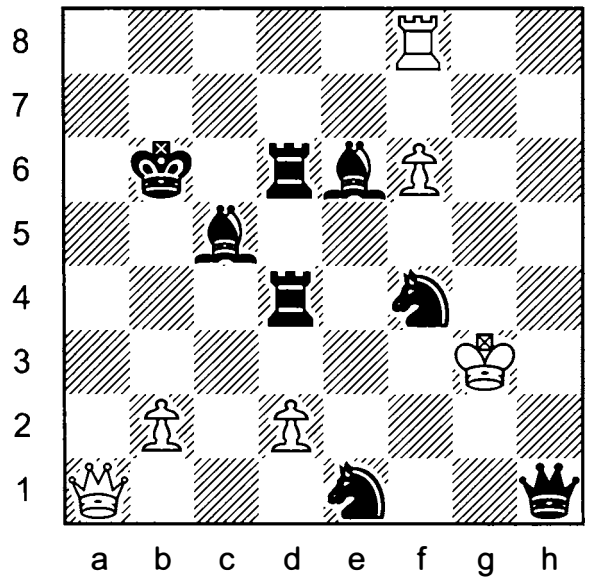
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

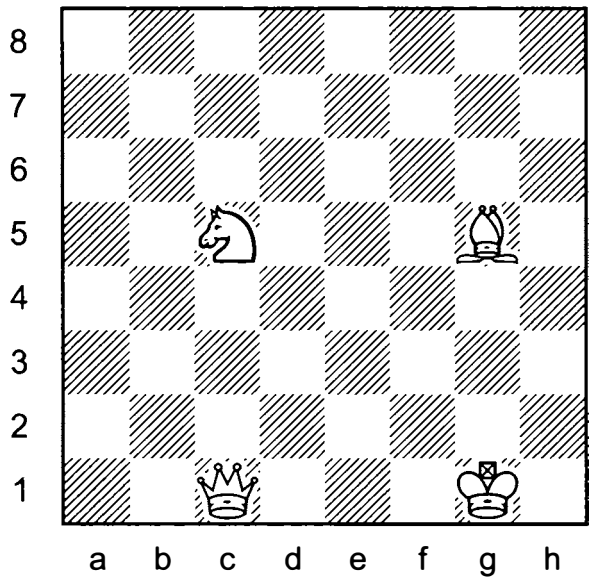
❸



QUEEN MAZE IN 10

Only the white queen moves. Capture the black king in ten moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

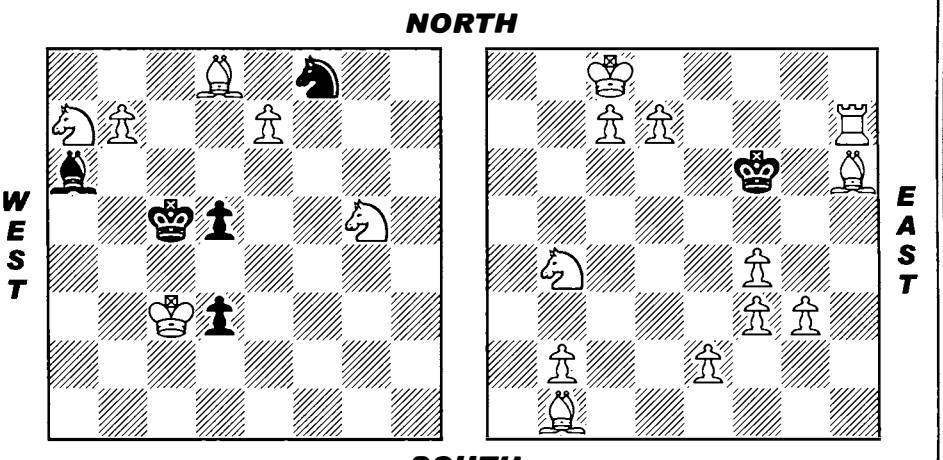
A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS

Only pawns have a "direction". Other pieces can all move forward or backward, left or right.

If there are no pawns, it doesn't matter which side of the board you sit on! The pieces will still move just the same.

But in these puzzlers, even with some pawns, it doesn't matter which side you sit on. There's always a forced mate!



MATE IN 1 **MATE IN 2**

EACH POSITION CAN BE SOLVED FROM ANY SIDE OF THE BOARD. THEY ARE ACTUALLY 4 PUZZLES IN 1.

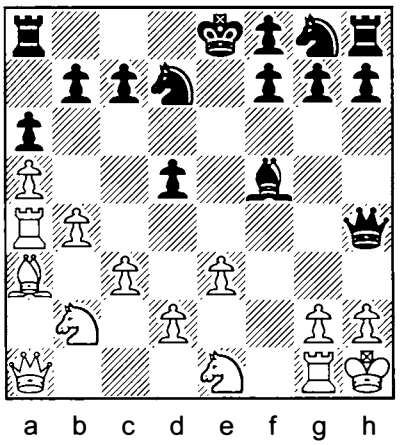
Once you have found the mate from one side, then turn the board and find another. North, south, east, and west! The direction of the pawns will make a difference. ☞ 279

WHO'S THE GOOF?

26

Are your brains in gear? Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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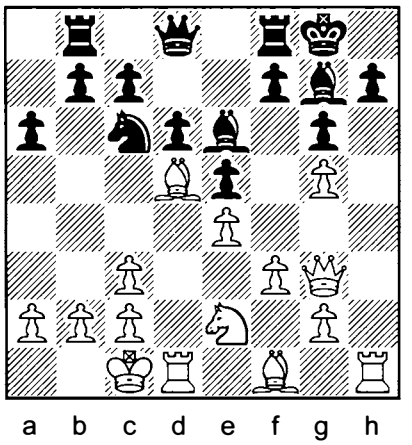

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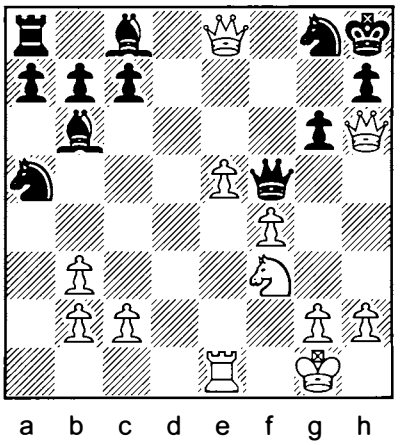
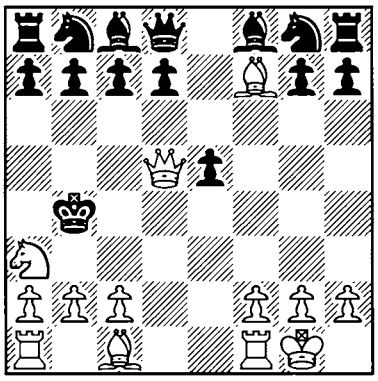


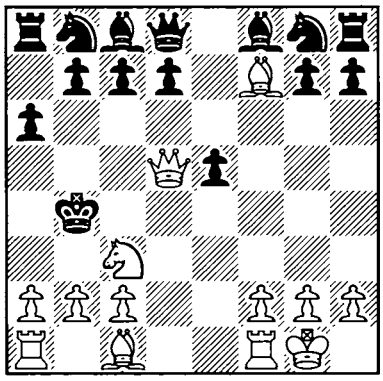
MATE in ONE #54

❶



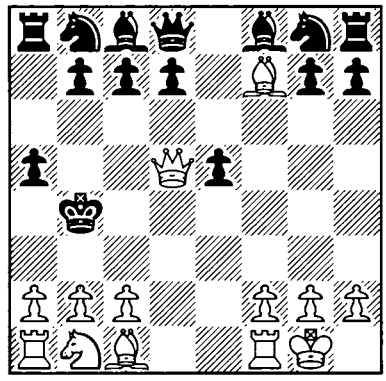
a b c d e f g h

❷



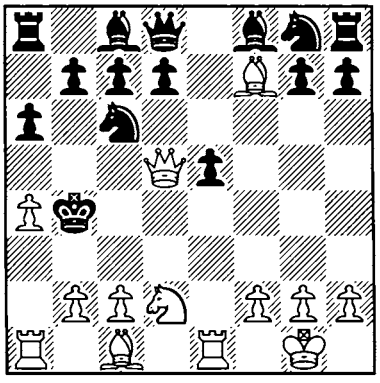
a b c d e f g h

❸



a b c d e f g h

❹



a b c d e f g h

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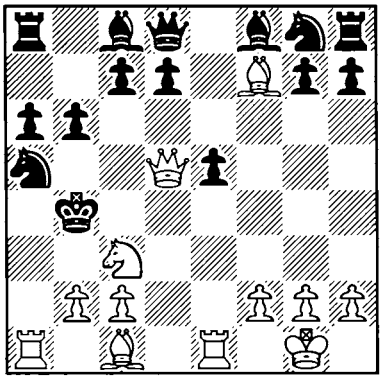

a b c d e f g h

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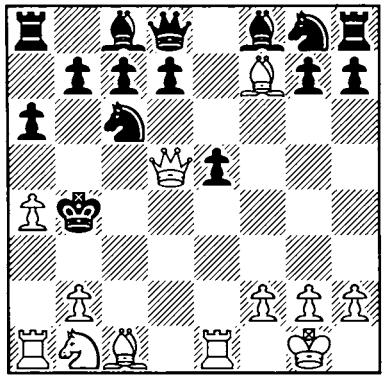

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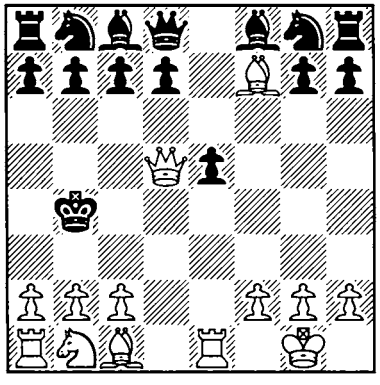

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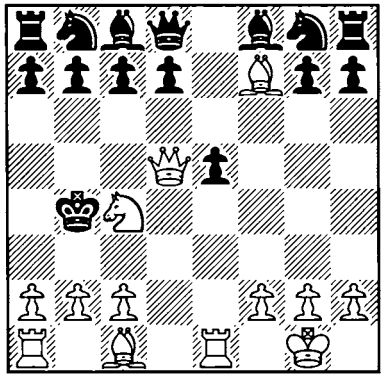

a b c d e f g h

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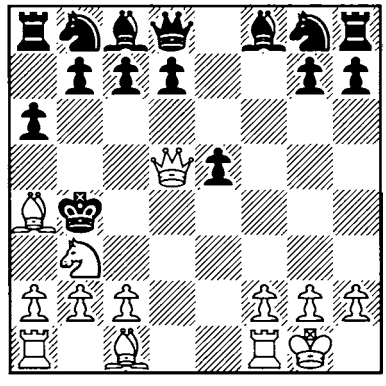
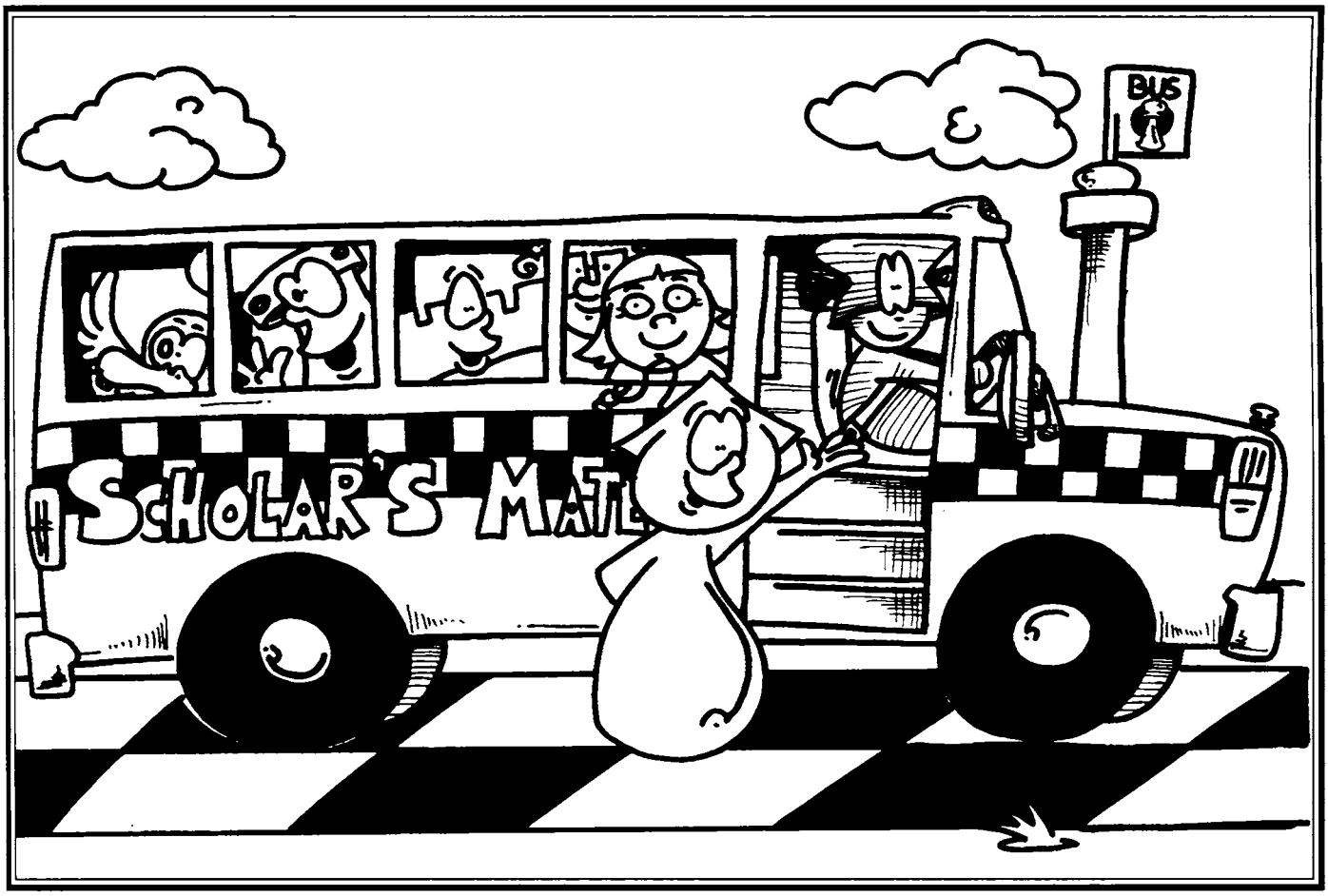


a b c d e f g h

250 ☜ WHITE TO MOVE

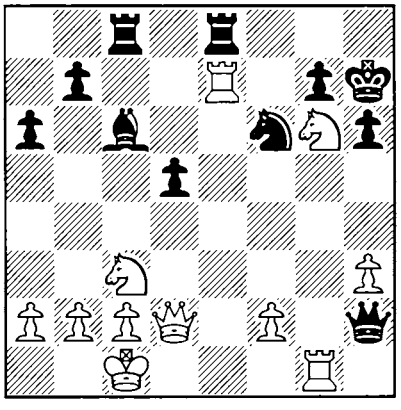


Switcheroos

(27)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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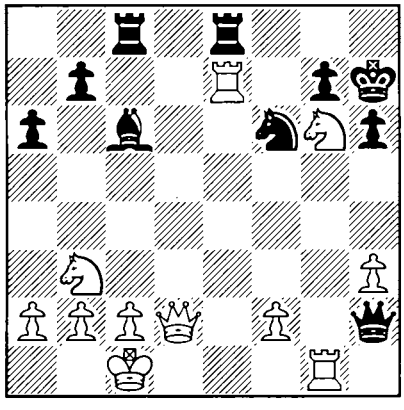

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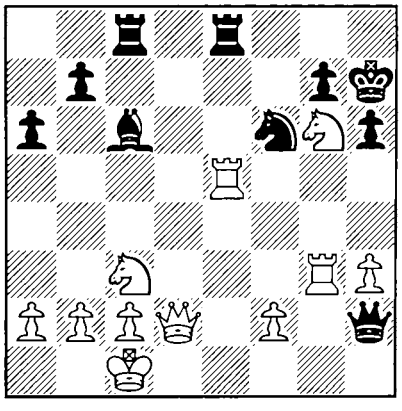
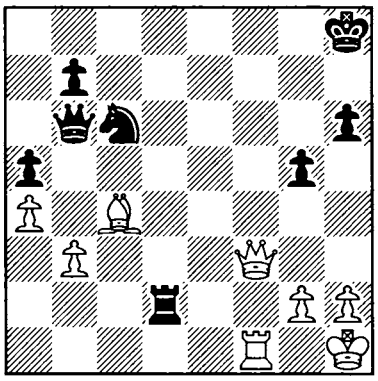


MATE in TWO #34

❶



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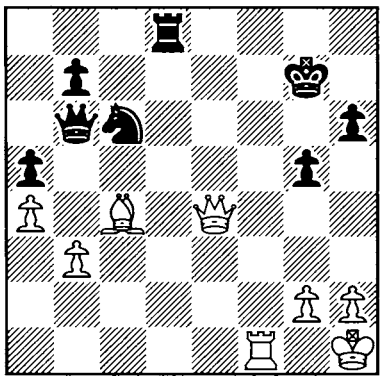

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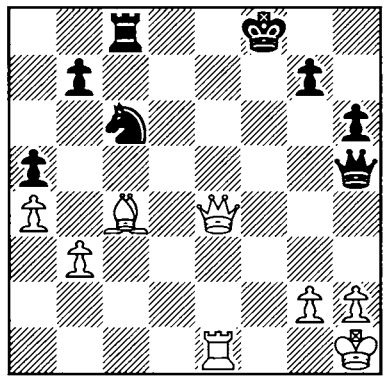

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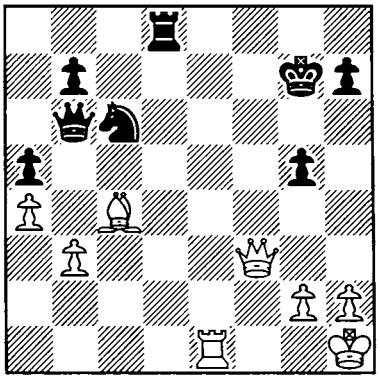

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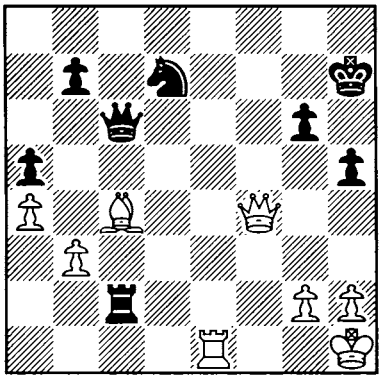

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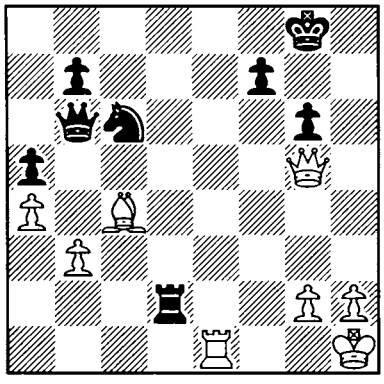

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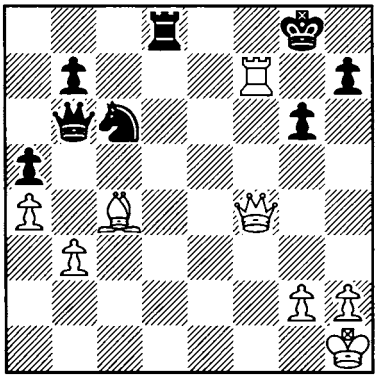

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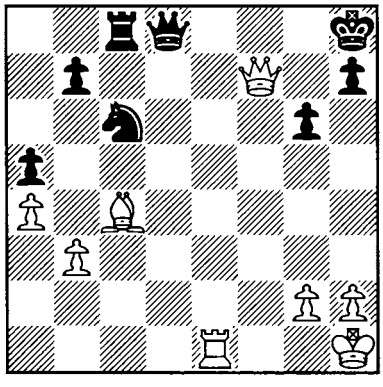

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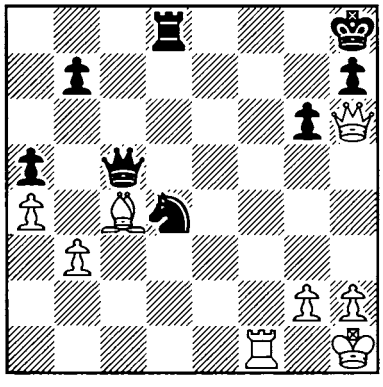
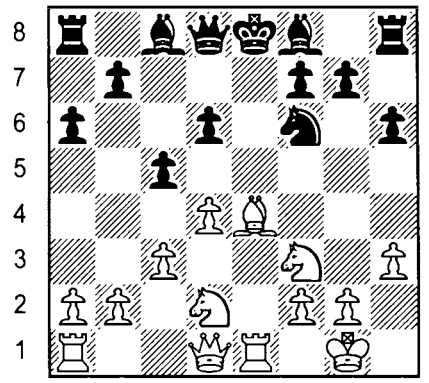


TACTICS 101

WHITE TO MOVE **FIND the DOUBLE CHECKS** *WIN MATERIAL OR MATE*



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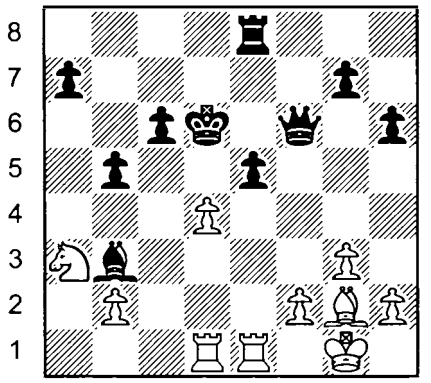
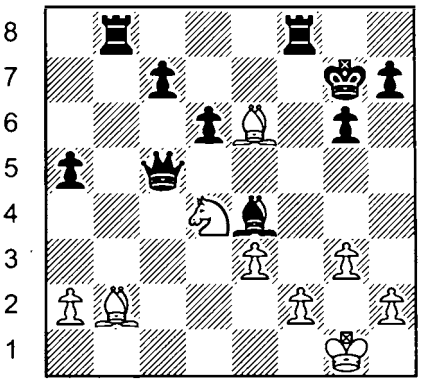


❷



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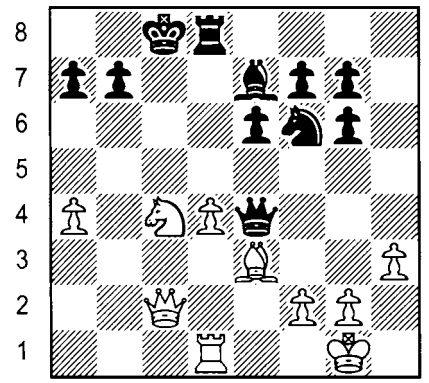

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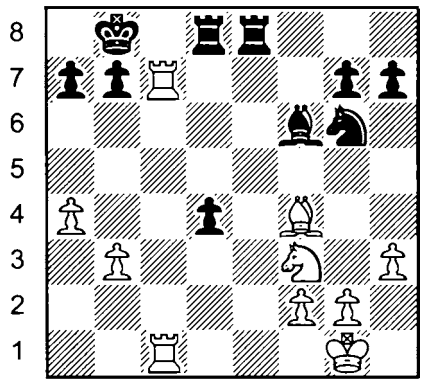

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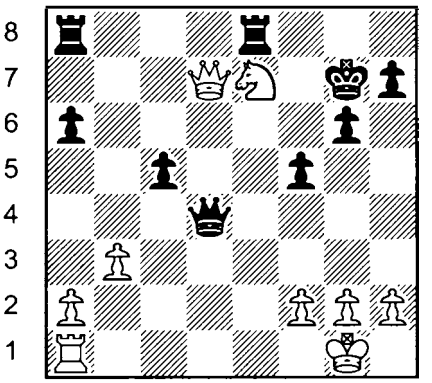

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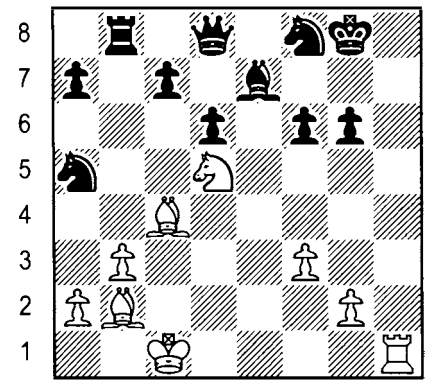
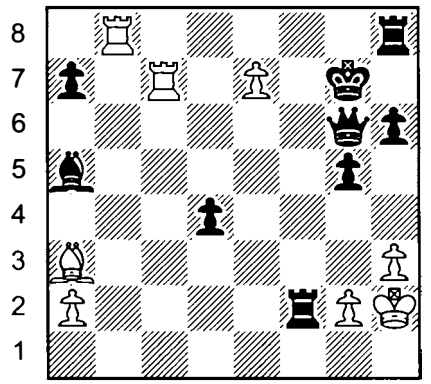
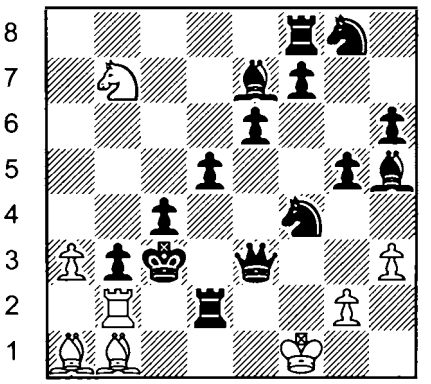


❼ FIND 2 DOUBLE CHECKS IN A ROW



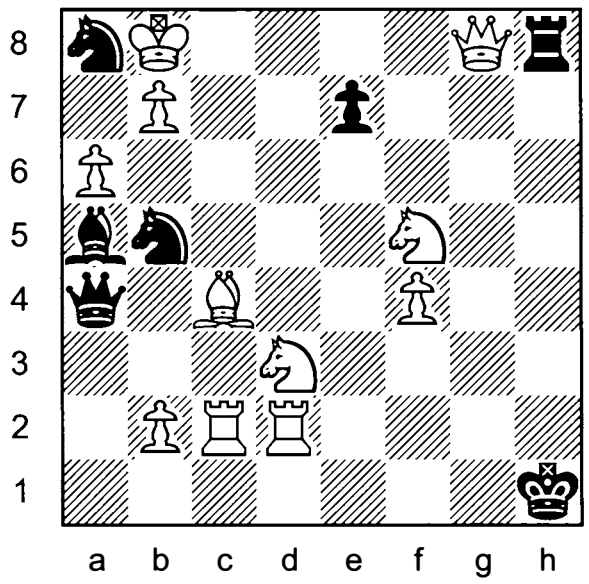
❽ FIND 2 DOUBLE CHECKS IN A ROW



❾ FIND 11 DOUBLE CHECKS IN A ROW!!

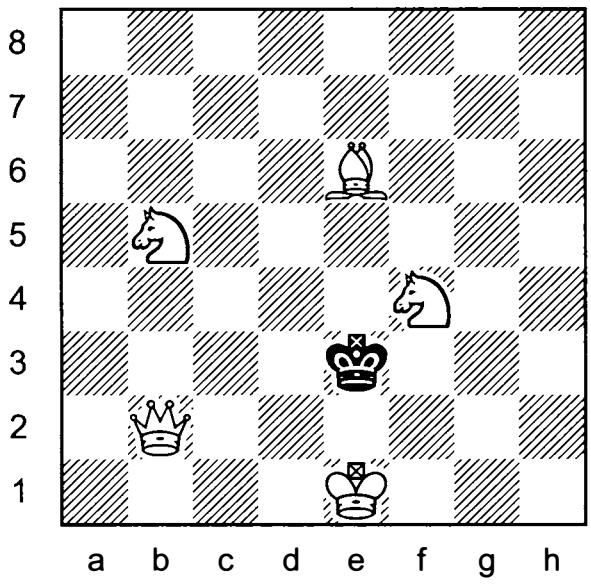
KIRIL'S KONTEST 54

❶



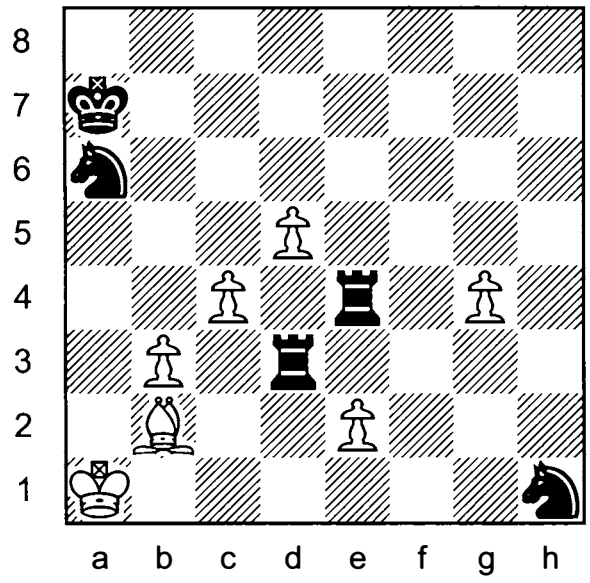
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

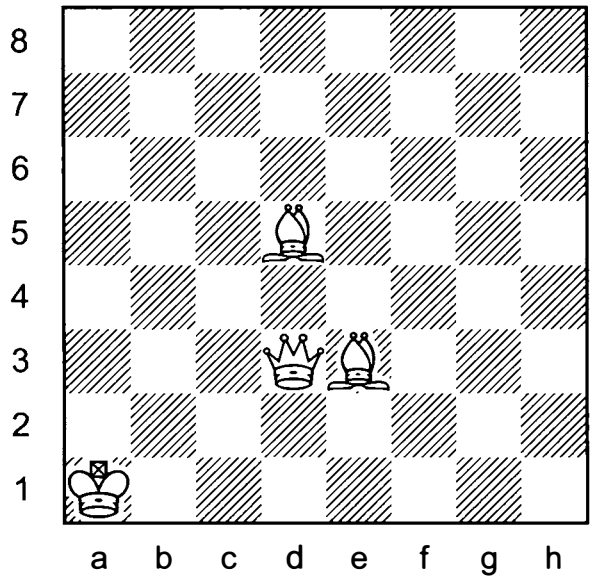
❸



BISHOP MAZE IN 5

Only the white bishop moves. Capture the black king in five moves or less, without taking any pieces or moving where the bishop can be taken.

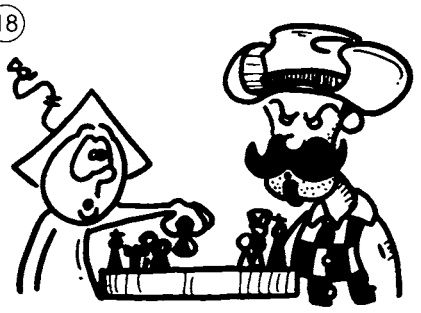
❹



TRIPLE LOYD

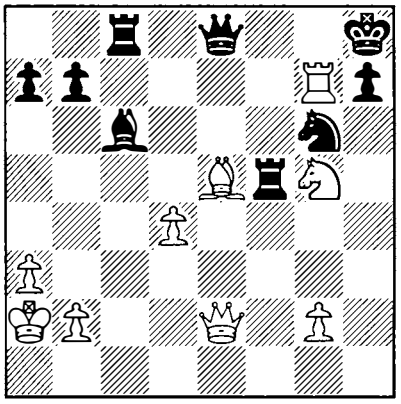
Place the black king in:
A checkmate
B stalemate
C mate in 1

HELPMATES



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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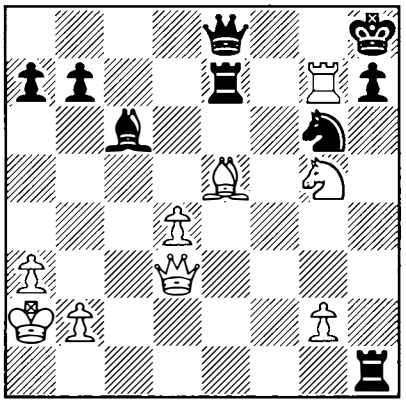

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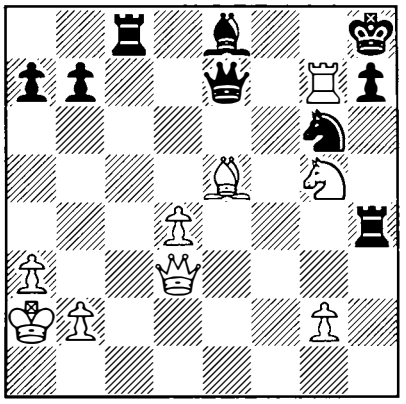
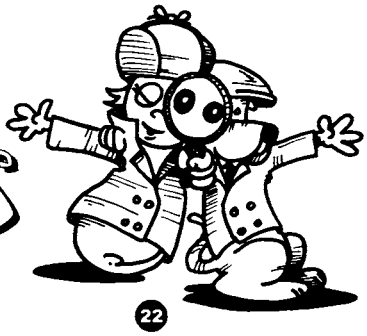


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

LILY'S PUZZLERS

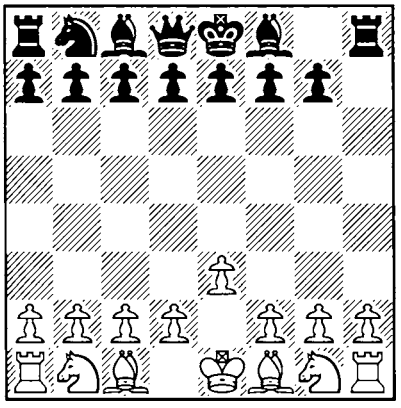
RETRO #17



PROOF GAMES

Can you "prove" that these positions could be reached in a real game, after each player has made exactly 4 moves? Good luck! ☞ 293

㉑



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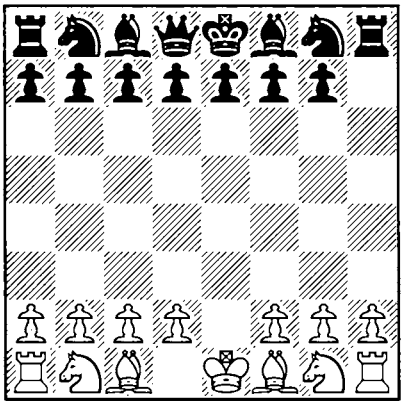

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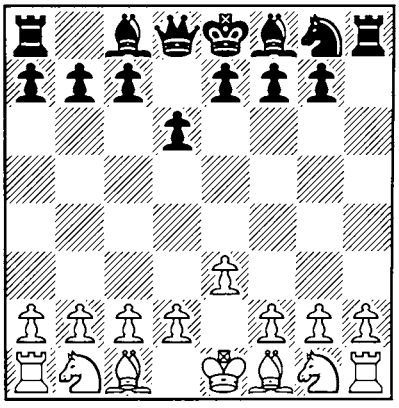
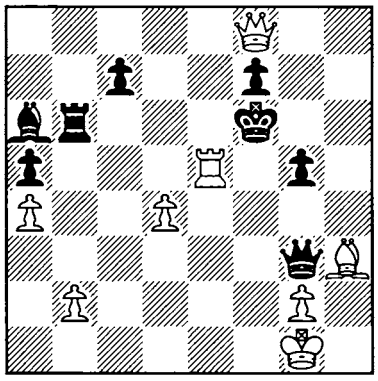


EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN.
WHAT WERE THE MOVES?

MATE in ONE #55

❶



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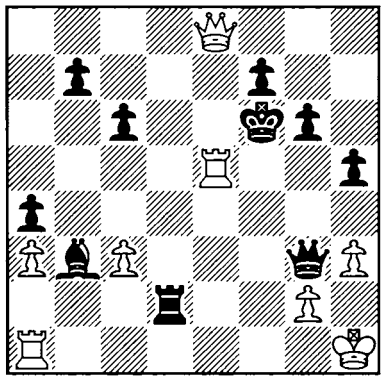

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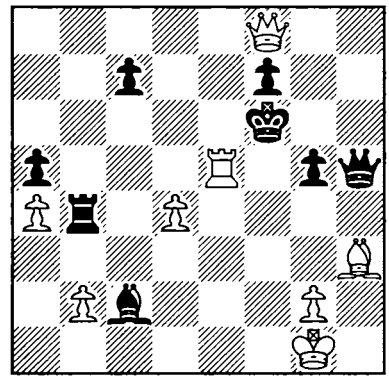

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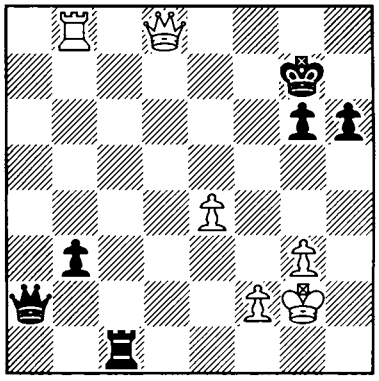

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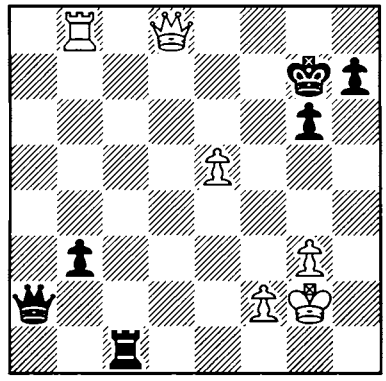

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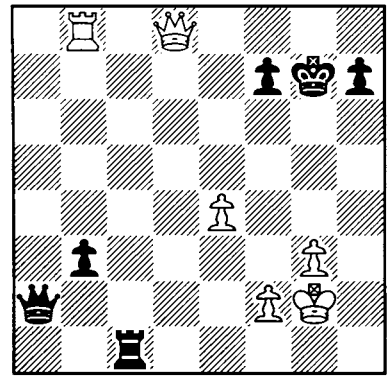

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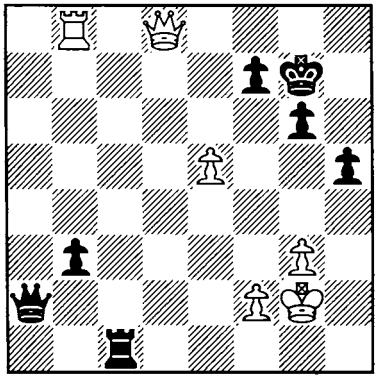

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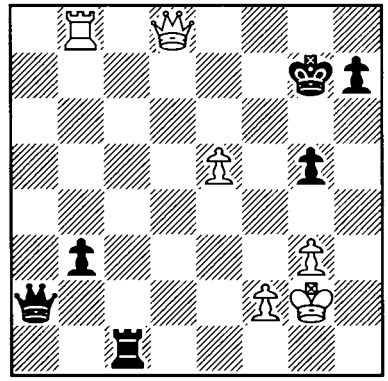

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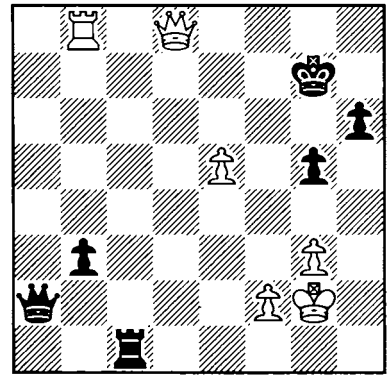
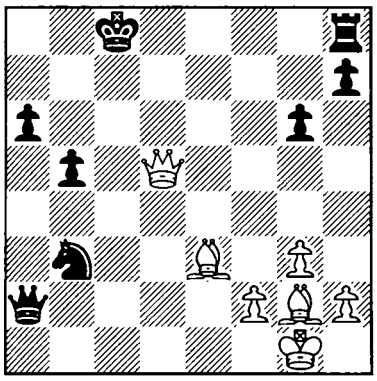


250 ☜ WHITE TO MOVE

MATE in TWO #35

❶



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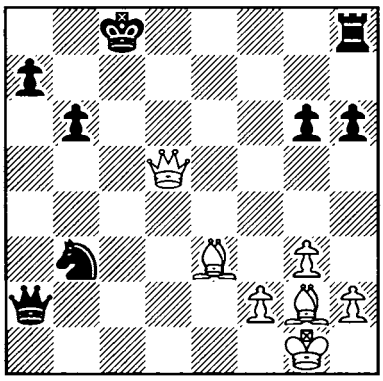

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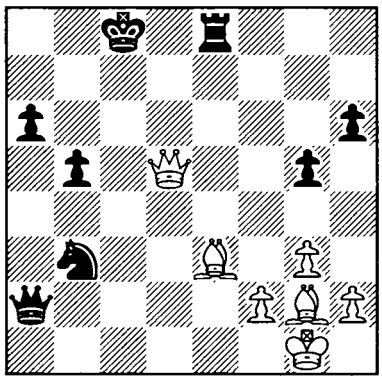

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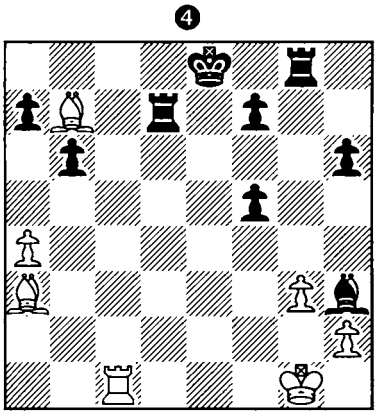

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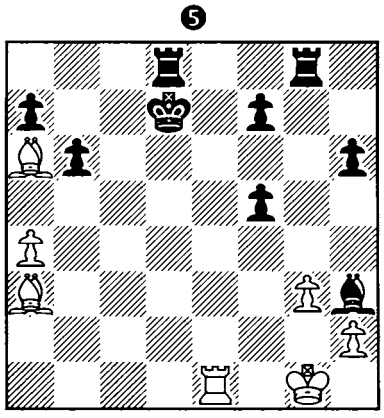

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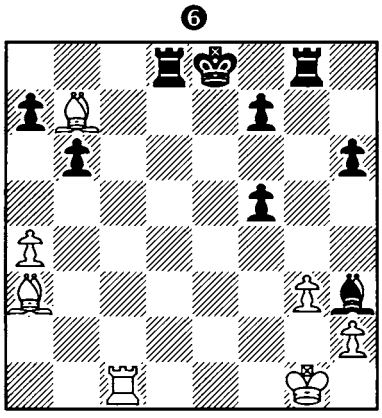

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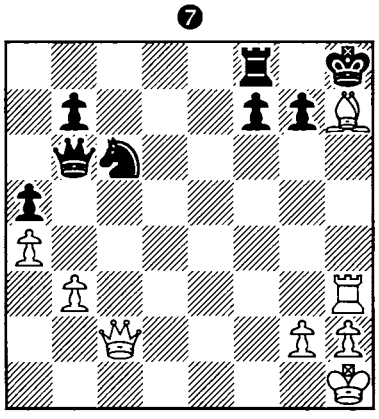

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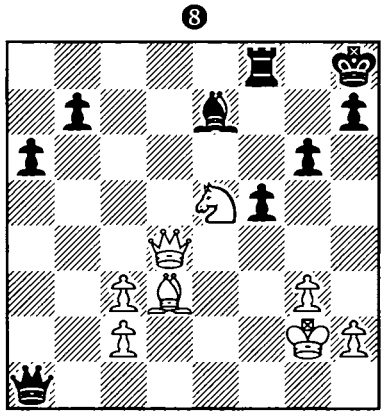

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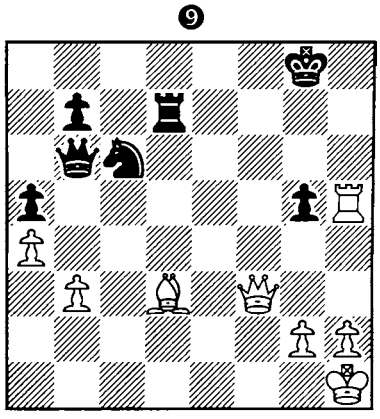
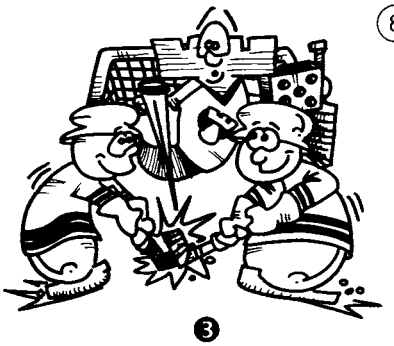


WHITE TO MOVE ☞ *253*

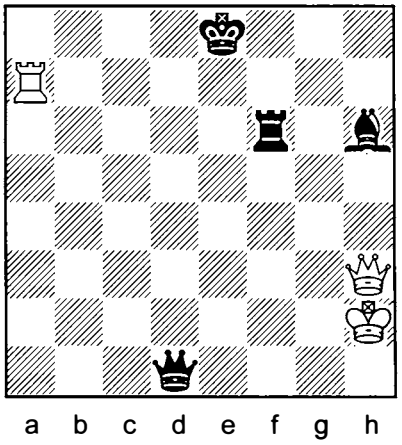
DOUBLE WHAMMY

8



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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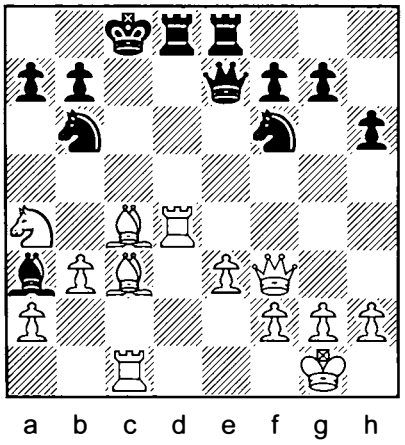

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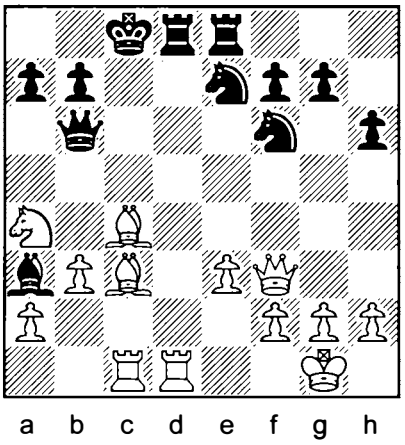


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHESS-O-WORD

42

WHAT KIND OF PAWN ARE YOU?

In this word search, you are looking for different types of pawns.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be six letters not circled. Unscramble those 6 letters to answer the riddle.

WEAK
DOUBLED
BACKWARD
ISOLATED
FREE
FIXED
GOOD
PASSED
CONNECTED
PROTECTED
PROMOTED
MOBILE
CENTRE
WING
SIDE
GAMBIT
POISON
FAST

D D R A W K C A B F
E D N F D E S S A P
T E G I R E D I S R
C L A X E E S K C O
E B M E E O E A N M
N U B D L L H E O O
N O I A G N I W S T
O D T S A F R B I E
C E N T R E G O O D
D E T C E T O R P M

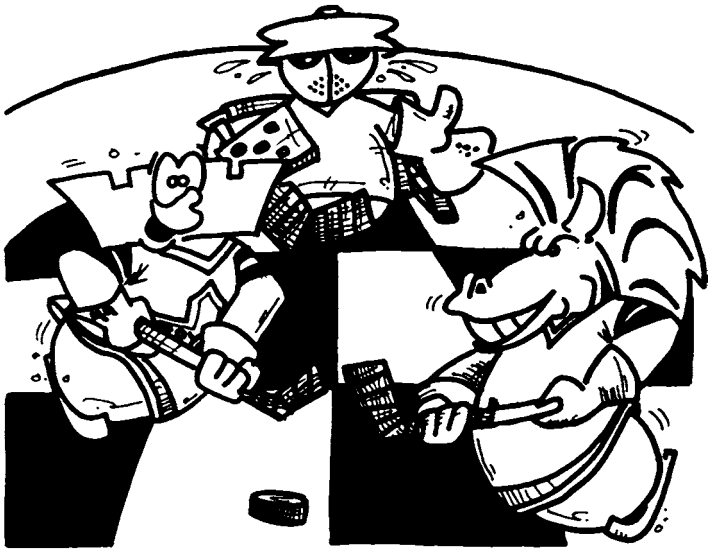
RIDDLE : ***Which opening goes well with fries?***

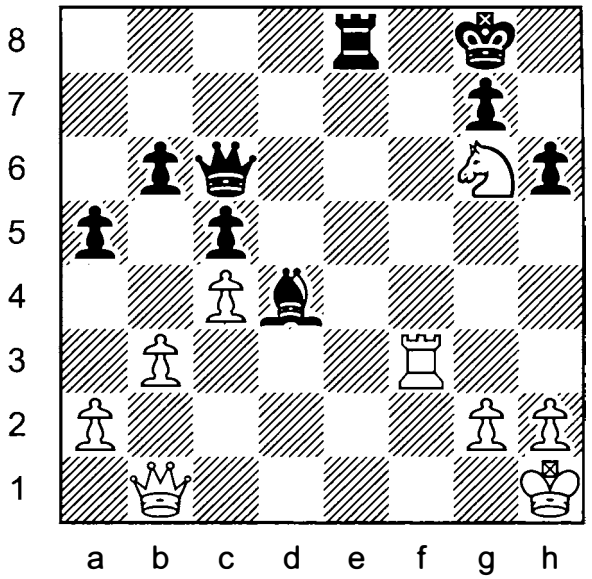
_ _ _ _ _ _

☞ 303, 304

COMBO MOMBO!!

SPOTLIGHT ON DEFLECTION



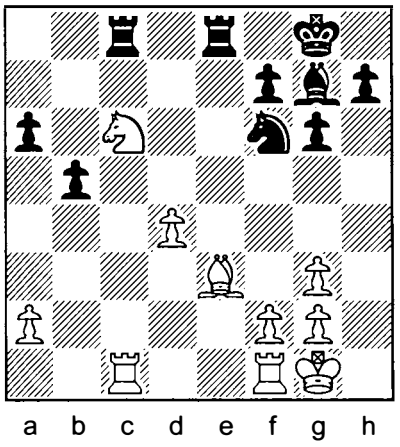


Hello combo friends!

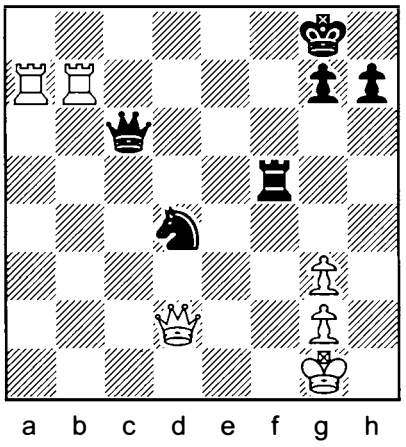
A *deflection* is a sacrifice which forces an opposing piece to move and give up its defensive job.

♔ White sees that the black rook stops *Ne7*+, which would fork king and queen. So white deflects the rook away from its guard duty with 1.Rf8+! and wins the queen after 1...Rxf8 2.Ne7+ Kh8 3.Nxc6. (Even worse is 1...Kh7 2.Ne7+ g6 3.Rf7+! Kh8 4.Nxc6.)

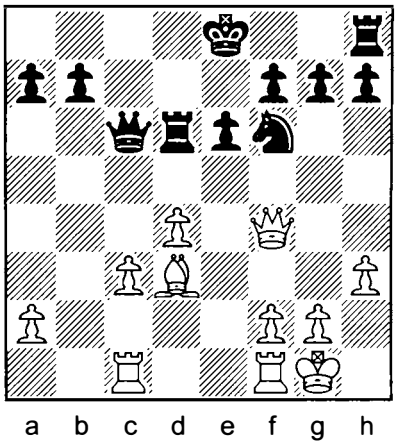
♚ But with black to move, it's the white queen that gets deflected, from her defence of the first rank. 1...Qxg6! wins the knight because 2.Qxg6? would allow a back rank mate by 2...Re1+ 3.Rf1 Rxf1#.



❶ WHITE TO MOVE
Win Material



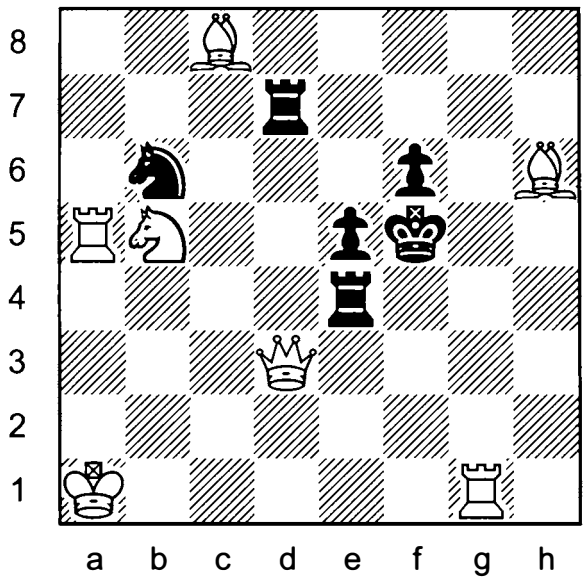
❷ BLACK TO MOVE
Mate in 3



❸ WHITE TO MOVE
Win Material

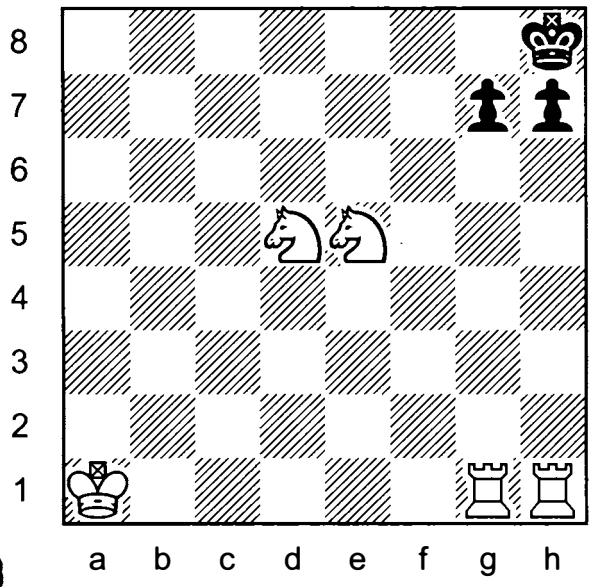
KIRIL'S KONTEST 55

❶



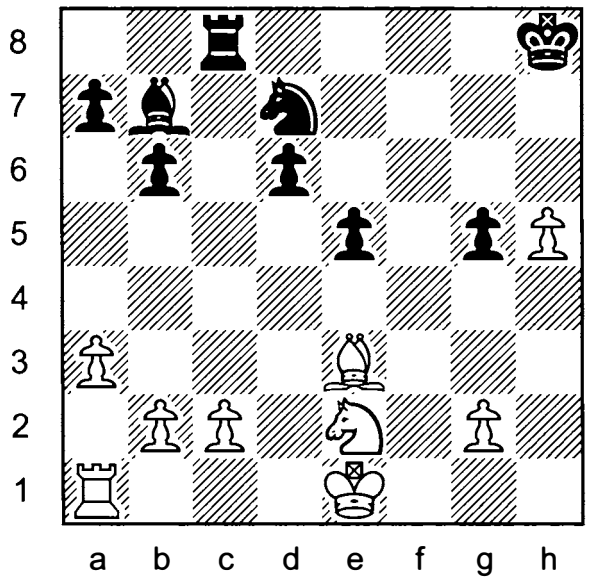
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

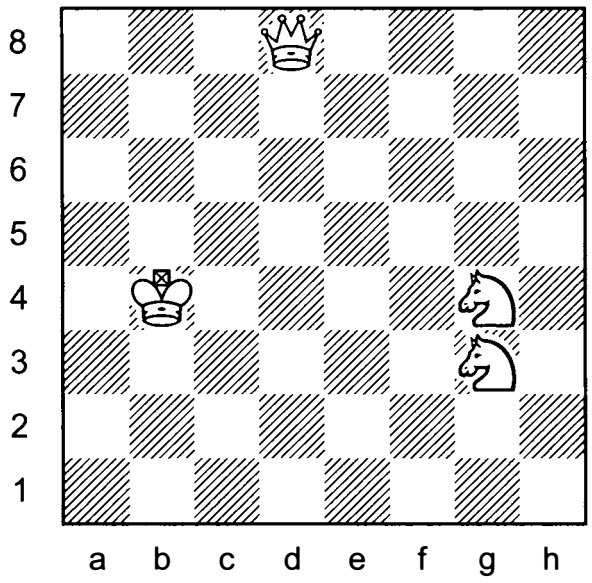
❸



ROOK MAZE IN 14

Only the white rook moves. Capture the black king in fourteen moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

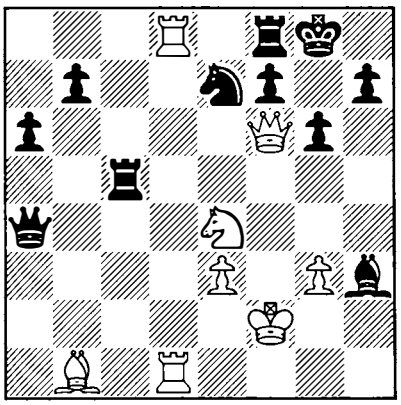
Place the black king in:

A checkmate
B stalemate
C mate in 1

Switcheroos (28)

In each diagram, switch two pieces so that the black king stands in mate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the 1st or 8th rank or placing both kings in check. Good luck! ☞ 272

❶



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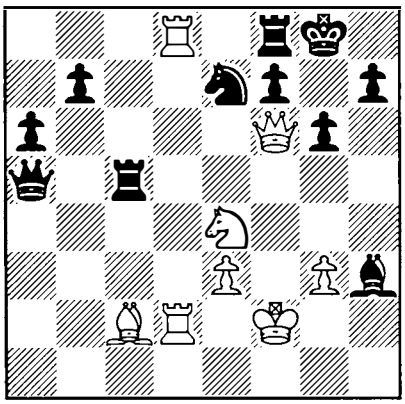

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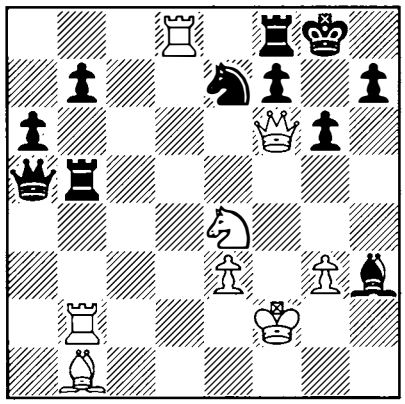

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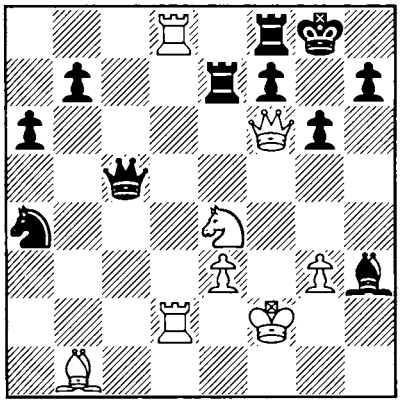

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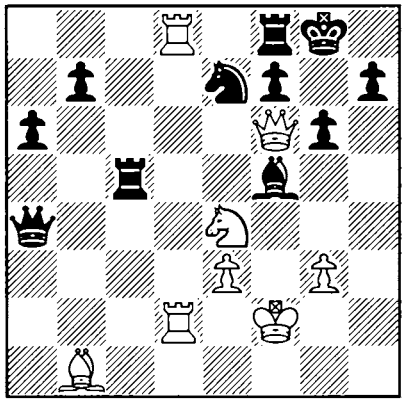

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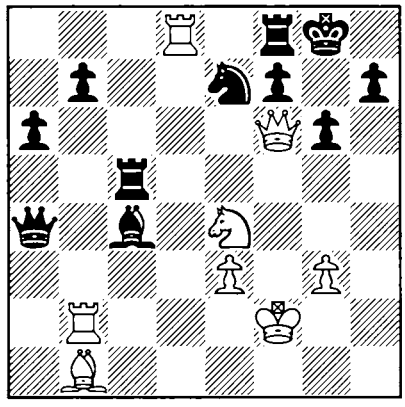

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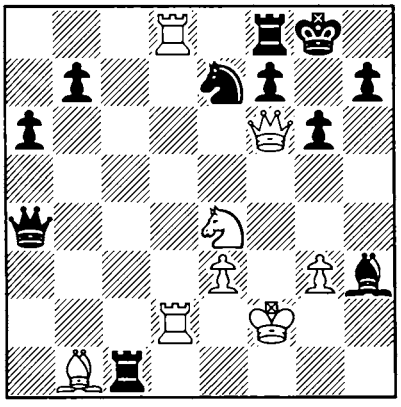

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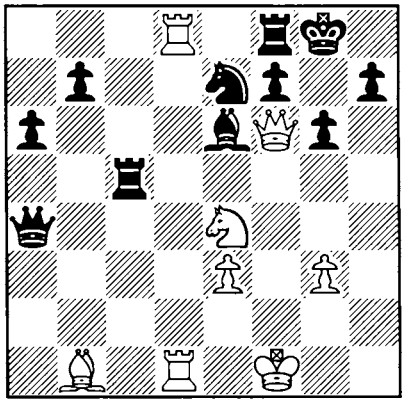

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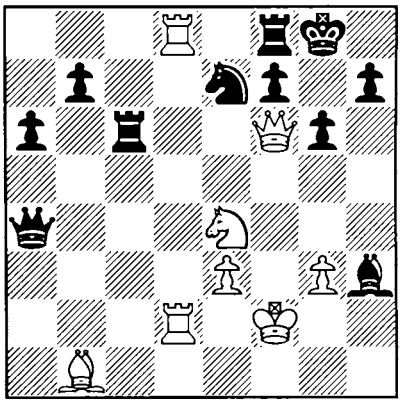
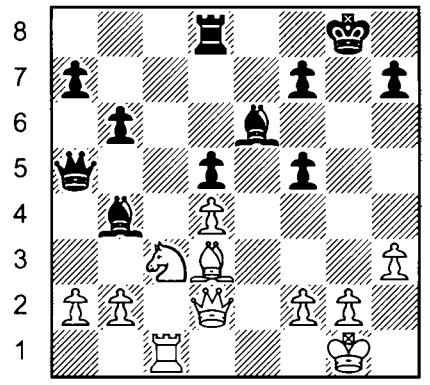
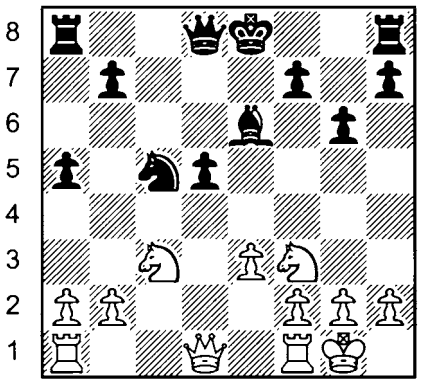


TACTICS 101

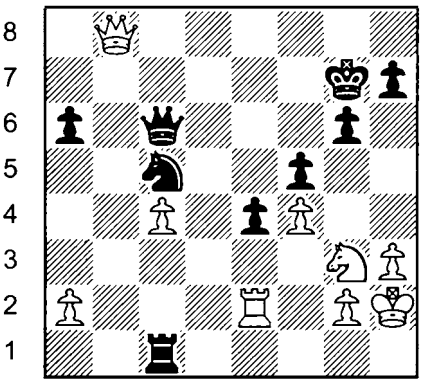
WHITE TO MOVE **FIND the QUEEN FORKS** *WIN MATERIAL*



❶ a b c d e f g h



❷ a b c d e f g h



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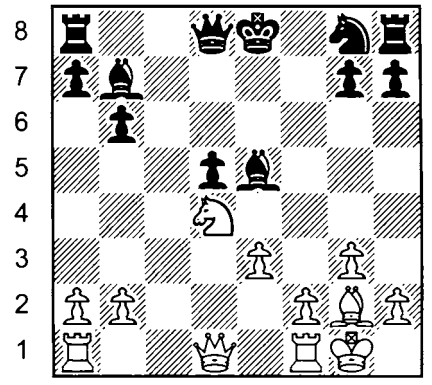
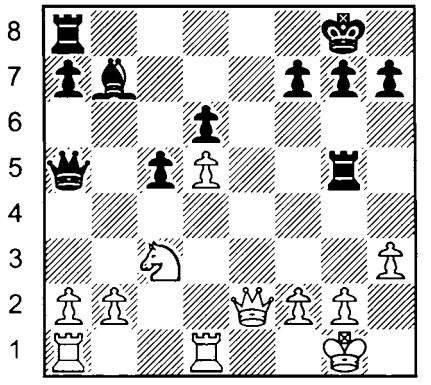
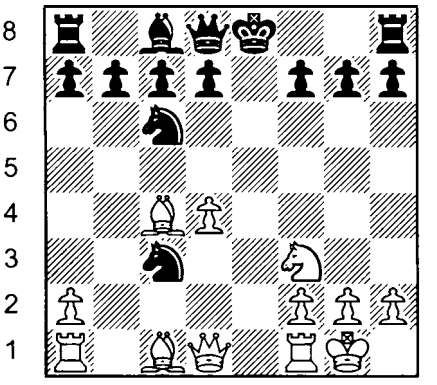


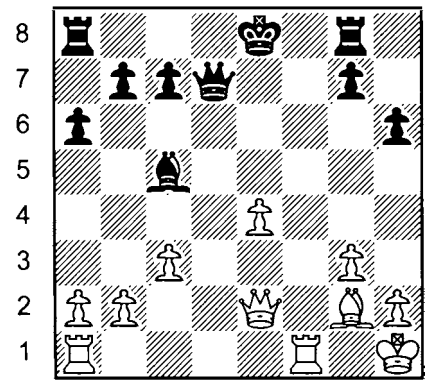
❹ a b c d e f g h



❺ a b c d e f g h

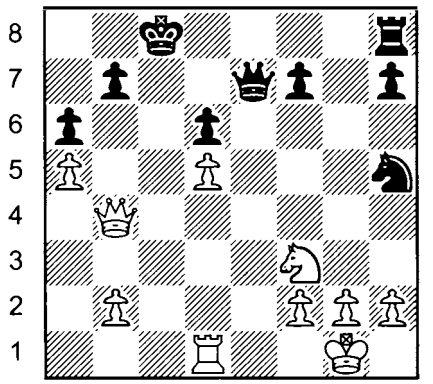


❻ a b c d e f g h



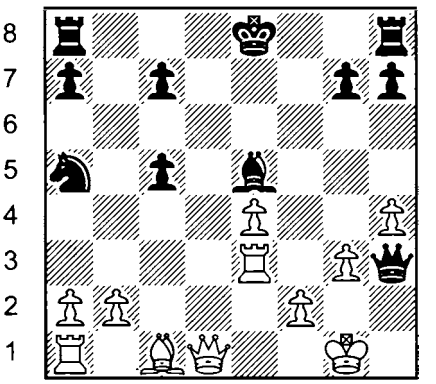
❼ a b c d e f g h

FIND 2 FORKS



❽ a b c d e f g h

FIND 2 FORKS

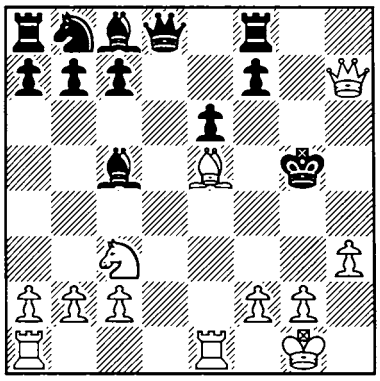


❾ a b c d e f g h

FIND 3 FORKS

MATE in ONE #56

❶



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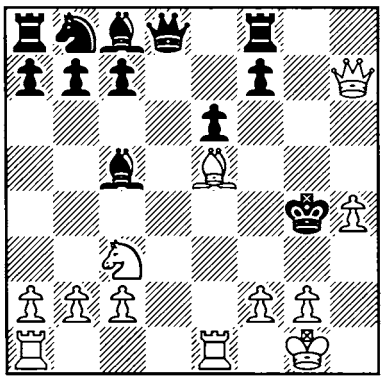

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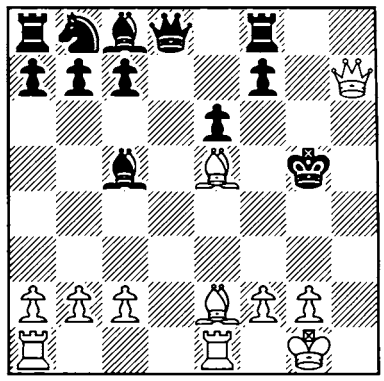

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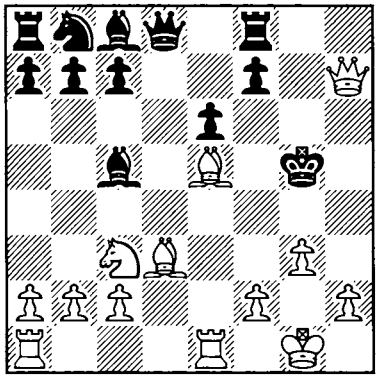

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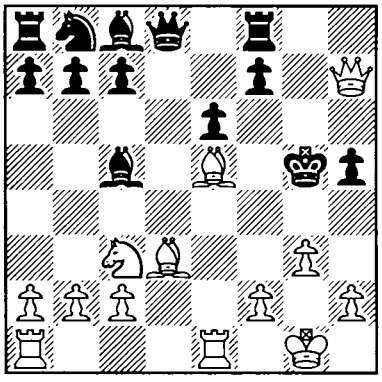

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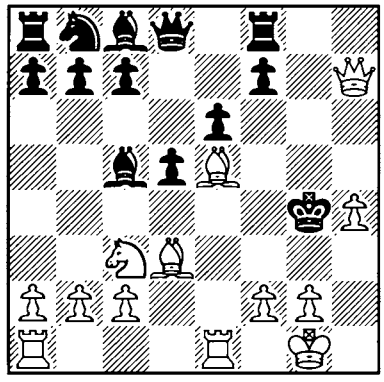

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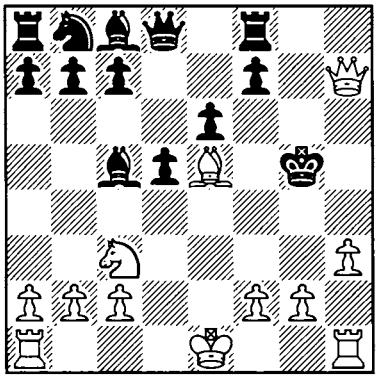

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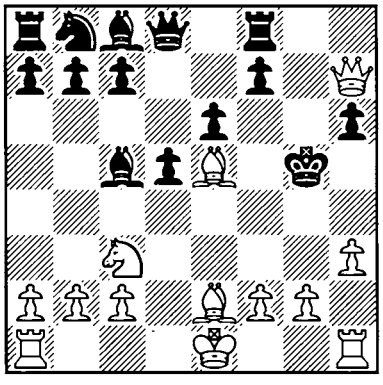

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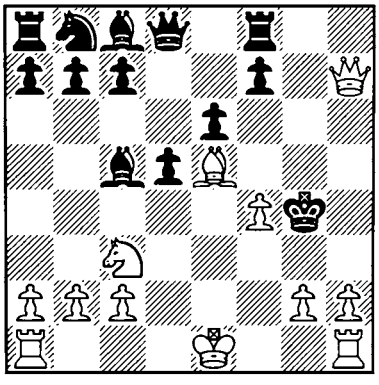
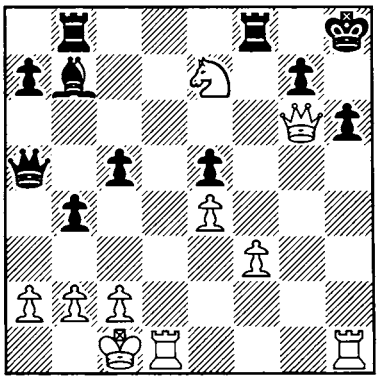


WHITE TO MOVE ☞ *250*

MATE in TWO #36

❶



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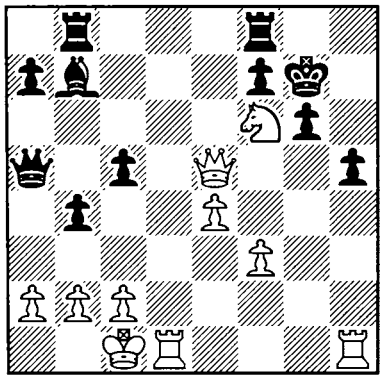

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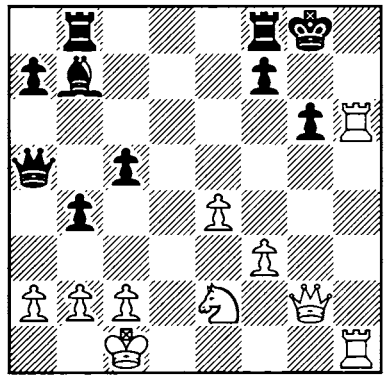

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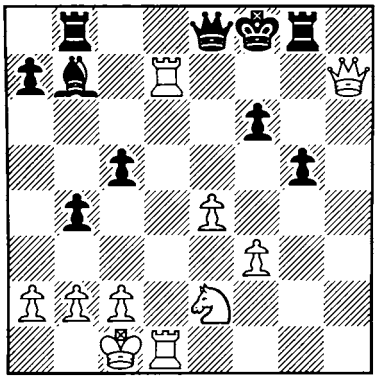

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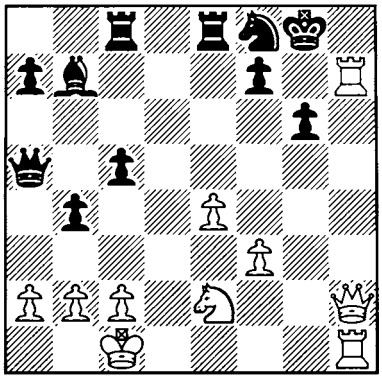

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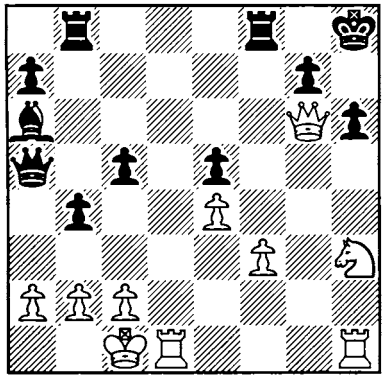

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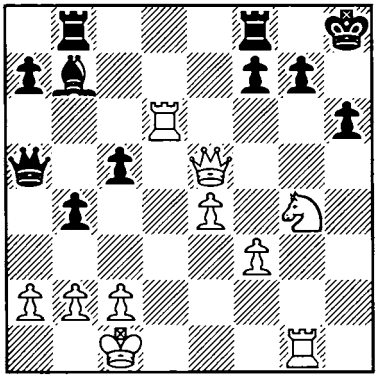

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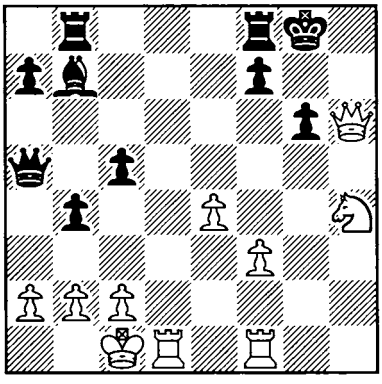

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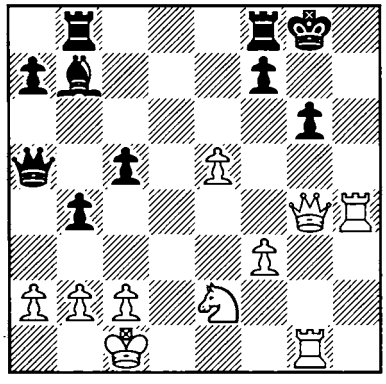
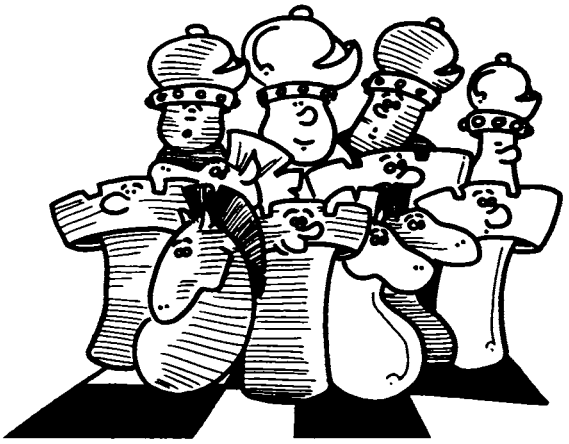
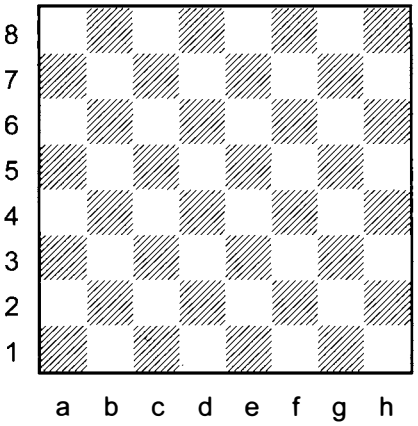


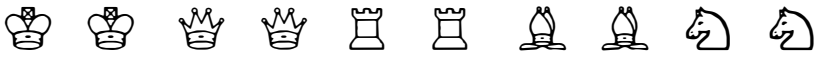
253 ☜ WHITE TO MOVE

LILY'S PUZZLERS





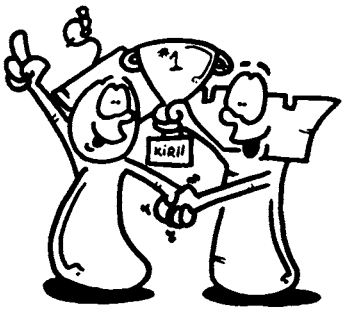
A. Place 2 kings, 2 queens, 2 rooks, 2 bishops, and 2 knights on the board so that none attack each other.



B. Place 4 rooks, 4 bishops, and 4 knights on the board so that none attack each other.

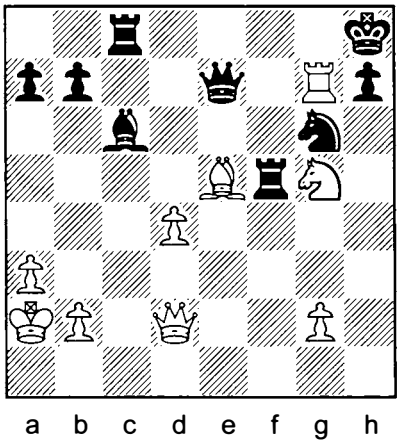
☞ 279

HELPMATES ⑲



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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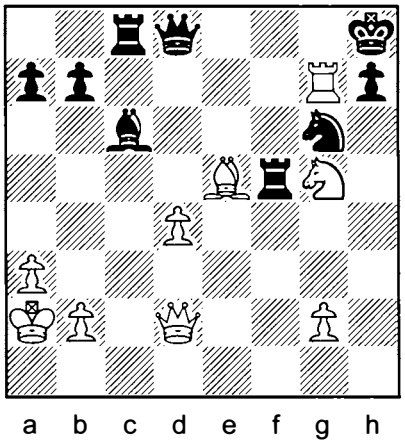

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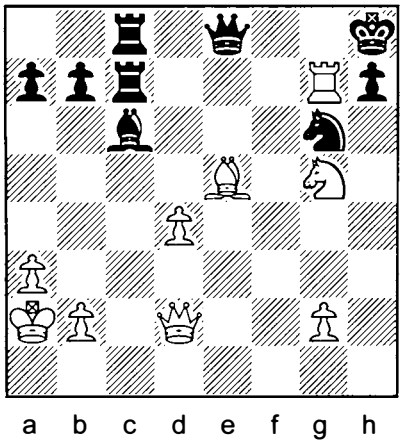
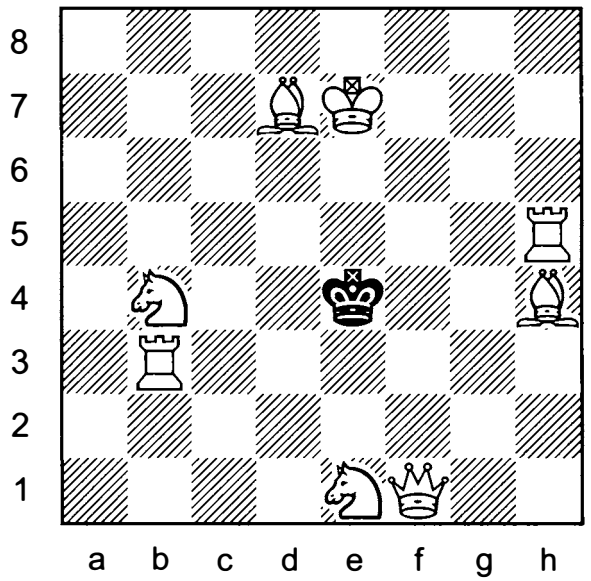


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

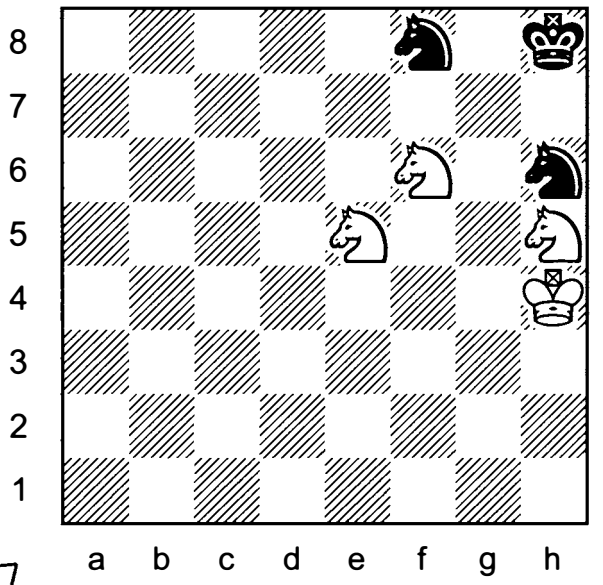
KIRIL'S KONTEST 56

❶



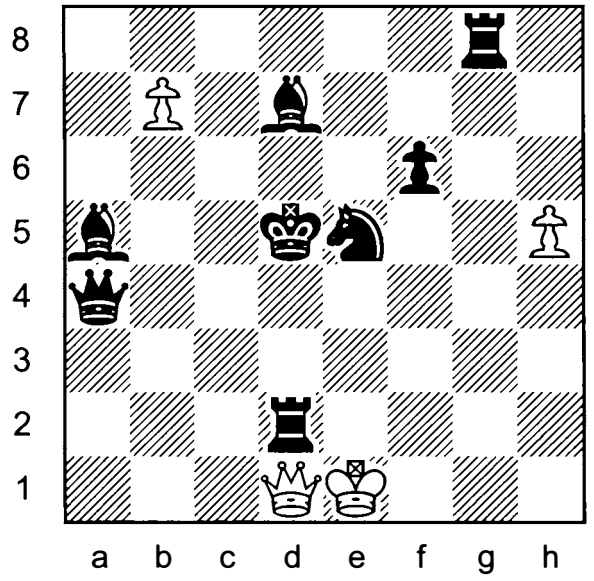
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

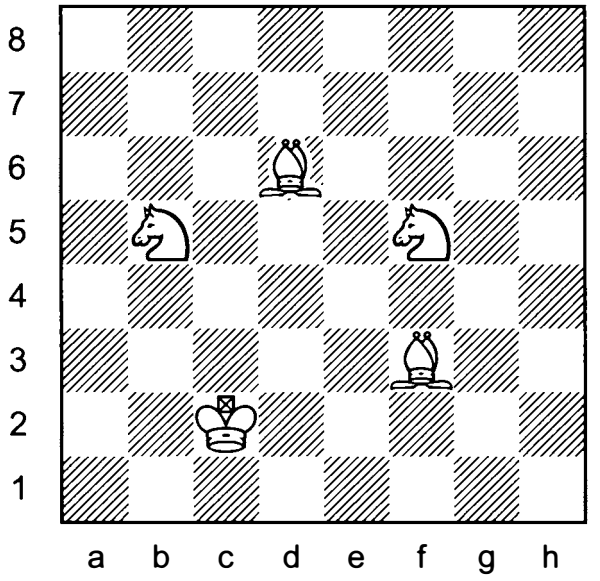
❸



QUEEN MAZE IN 9

Only the white queen moves. Capture the black king in nine moves or less, without taking any pieces or moving where the queen can be taken.

❹

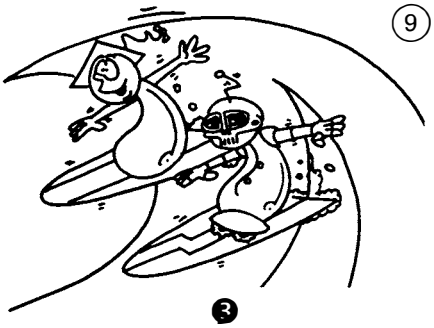


TRIPLE LOYD

Place the black king in:

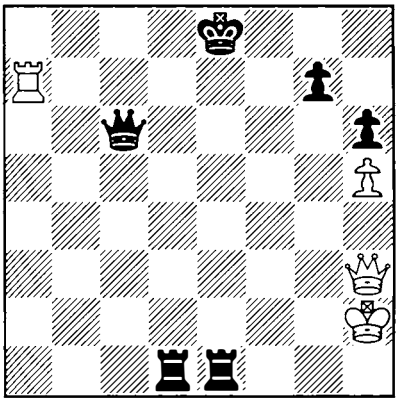
A checkmate
B stalemate
C mate in 1

DOUBLE WHAMMY



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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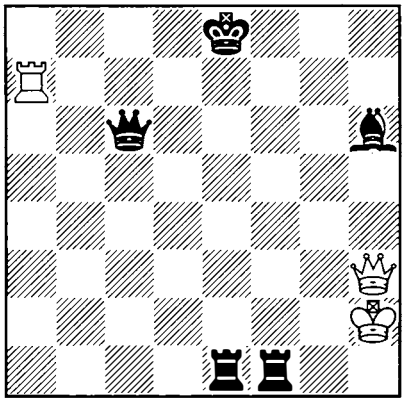
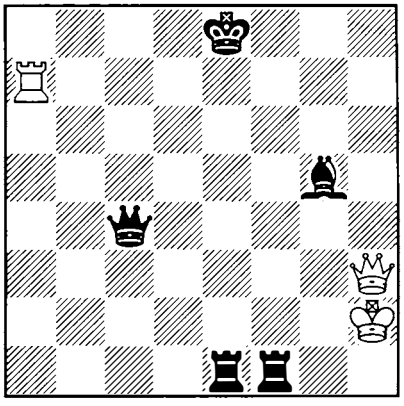


❸



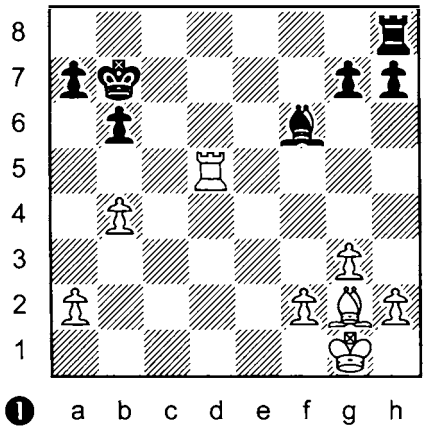
WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

DR. CHECKLE EXPLAINS THE BASIC PRINCIPLES OF GOOD PAWN BEHAVIOUR.

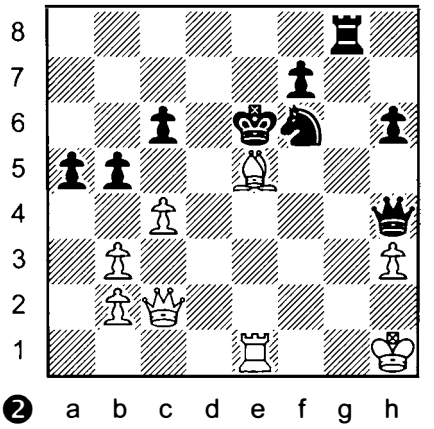
TACTICS 101

(44)

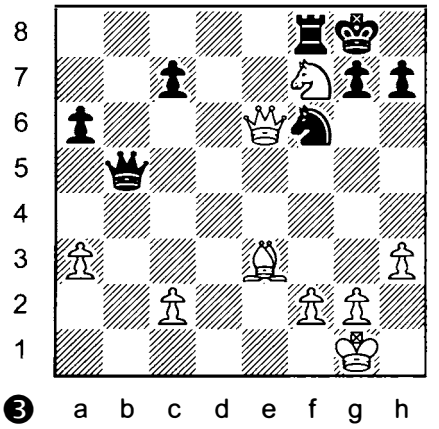
WHITE TO MOVE **FIND the DISCOVERED CHECKS** *WIN MATERIAL*



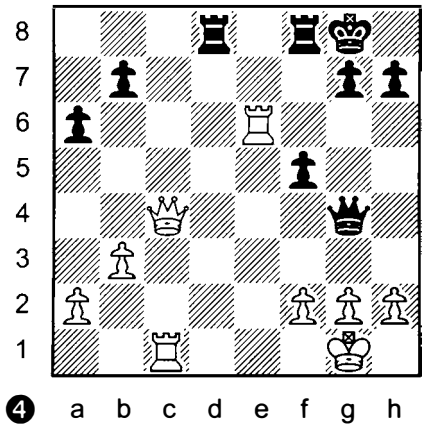
❶ a b c d e f g h



❷ a b c d e f g h



❸ a b c d e f g h



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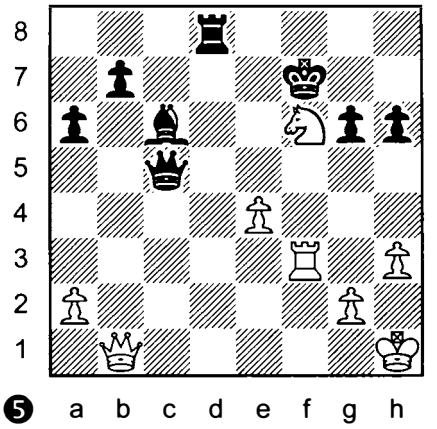
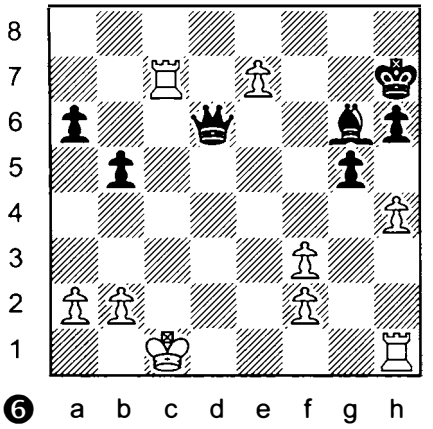
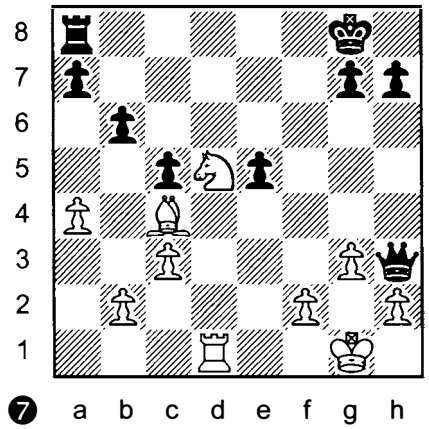


❺ a b c d e f g h

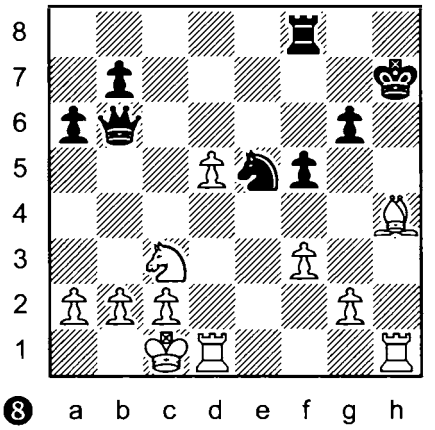


❻ a b c d e f g h



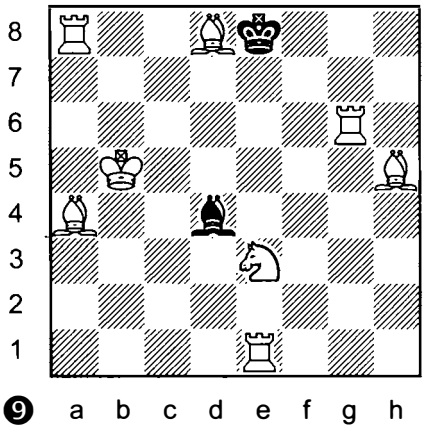
❼ a b c d e f g h

FIND 3
DISCOVERED CHECKS



❽ a b c d e f g h

FIND 5
DISCOVERED CHECKS

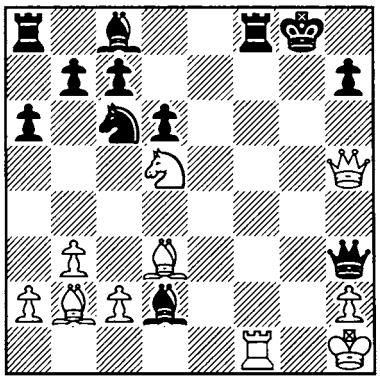


❾ a b c d e f g h

FIND 7 DISCOVERED CHECKS
THAT WIN THE BLACK BISHOP

MATE in ONE #57

❶



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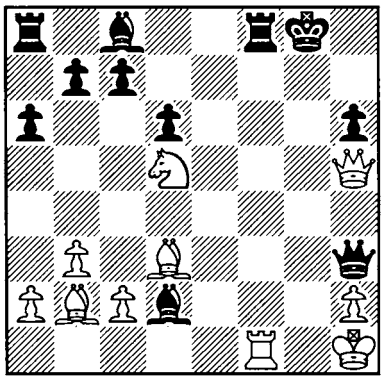

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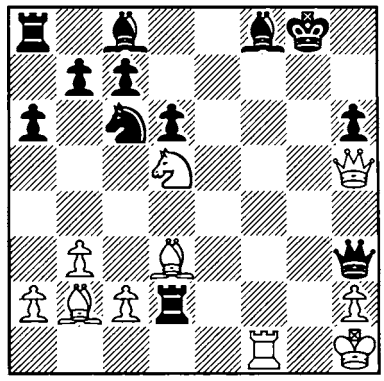

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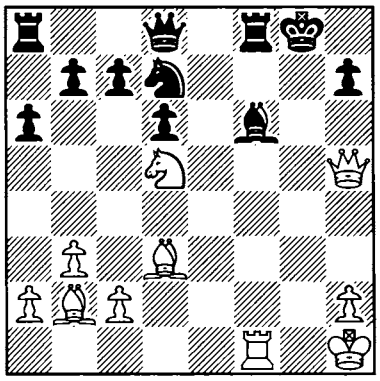

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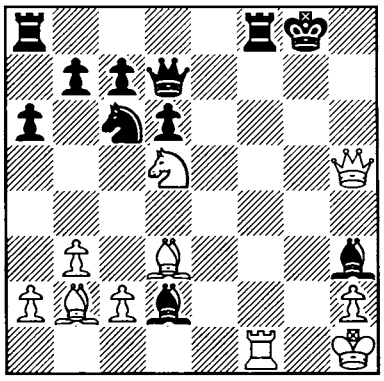

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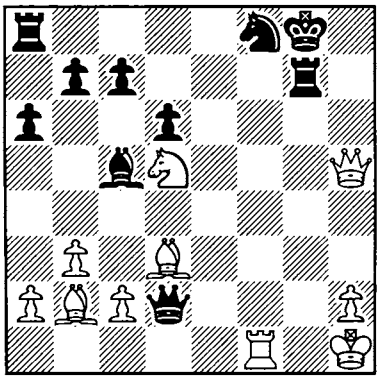

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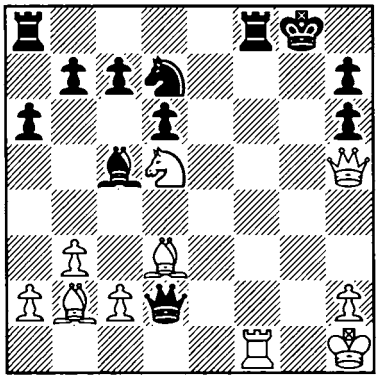

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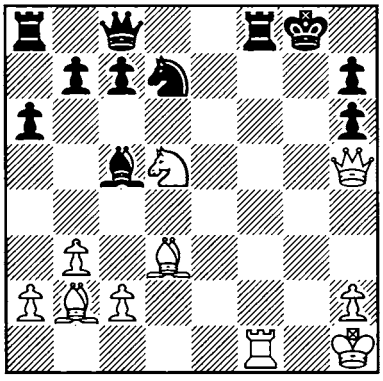

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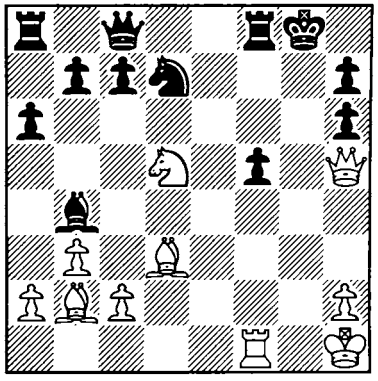
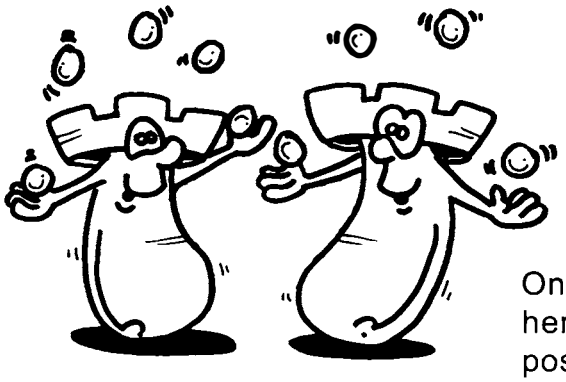


WHITE TO MOVE ☞ 250

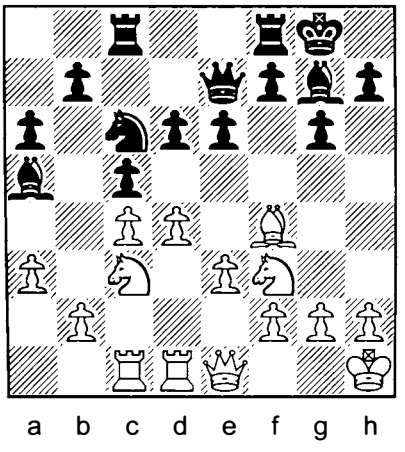


WHO'S THE GOOF?

27

On your mark, get set, think! Someone messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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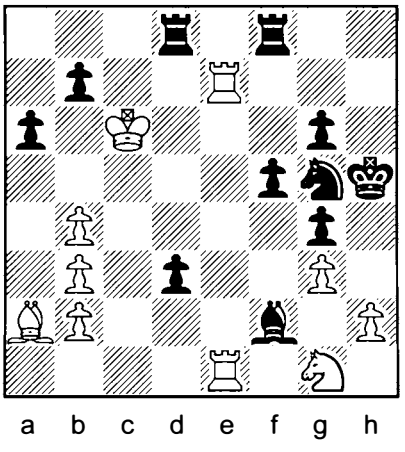

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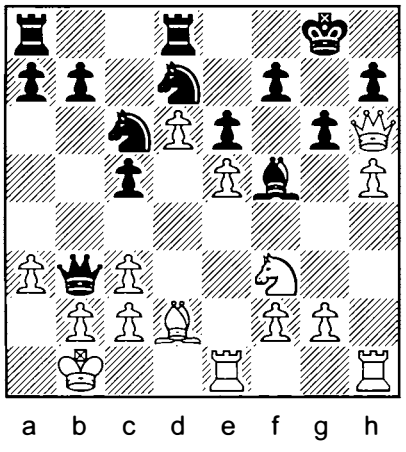


CHESS-O-WORD

43

IS YOUR GAME GETTING BETTER?

In this word search, you are looking for ways to improve at chess.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

PRACTICE
CLASSES
LESSONS
COMPUTER
TRAINING
NET
STUDY
BOOKS
OPENINGS
ENDINGS
TACTICS
EXERCISES
LEARN
ANALYZE
GAMES
READ
CAMP
CLUB
PLAY

T E Z Y L A N A M C
S A L E A R N T O Y
G L C C O L R M P D
N E A T L A P R E U
I S M E I U A E N T
D S P N T C B A I S
N O I E T O S D N K
E N R I S E M A G O
G S C L A S S E S O
S E S I C R E X E B

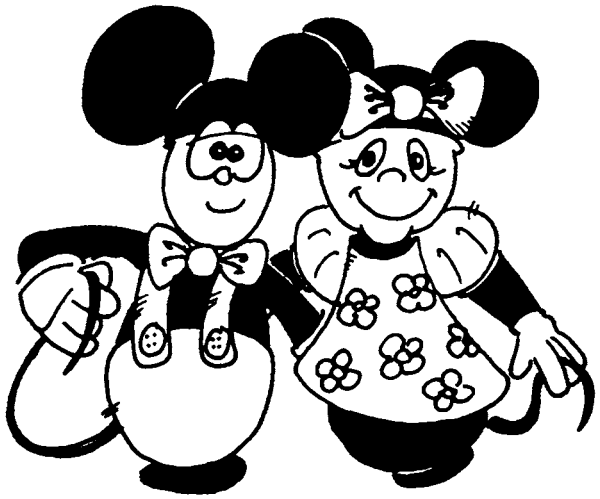
RIDDLE : ***What did the cow say when challenged to a game of chess?***

_ _ _

☞ 303

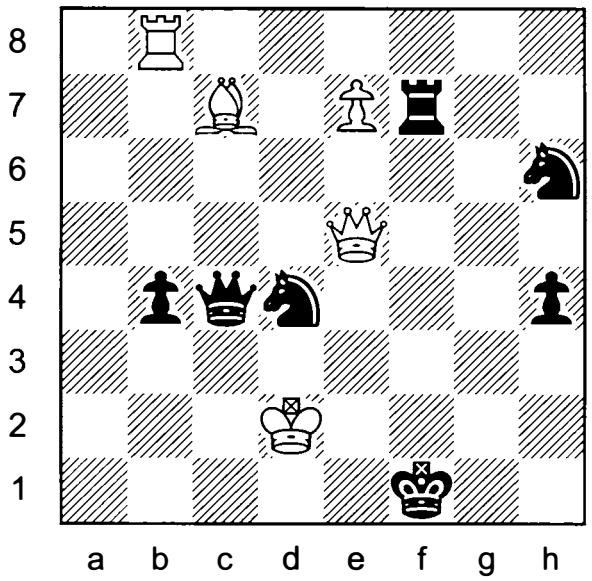
LILY'S PUZZLERS

WELCOME TO THE RACE!!
In these puzzles, you have to figure out which kind of promoted mouse can run through the maze fastest. Is it a knight, or a bishop, or a rook?
Good luck!

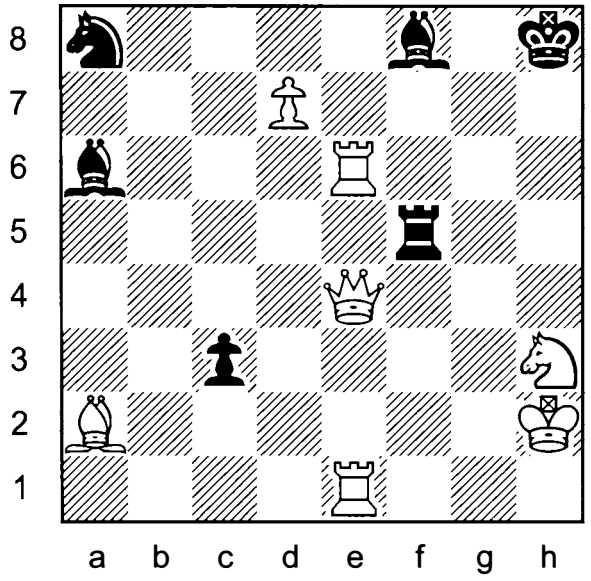


PAWN MAZES #4

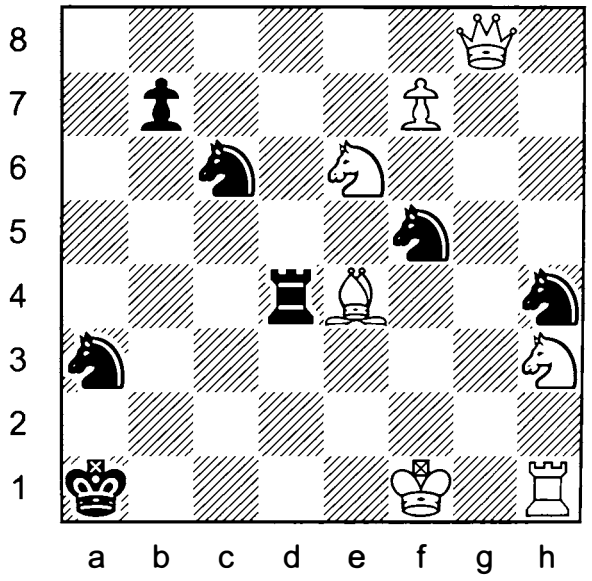
A



B



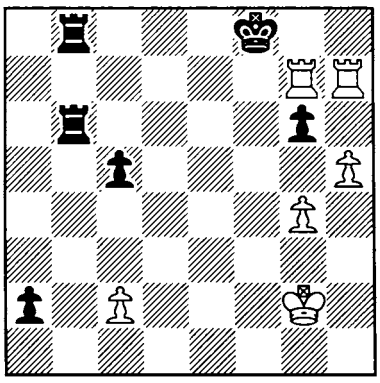
C



PAWN MAZES. Only the white pawn moves. When it reaches the last rank, it may become a rook, bishop, or knight. But not a queen. After the promotion, only the promoted piece moves. Find the shortest path to capture the black king, without taking any pieces or moving to a square that is attacked by a black piece. It is possible to go through the maze with a rook, bishop, or knight. Figure out which piece has the shortest path, and which the longest. And which is in the middle! ☞ 267

MATE in TWO #37

❶



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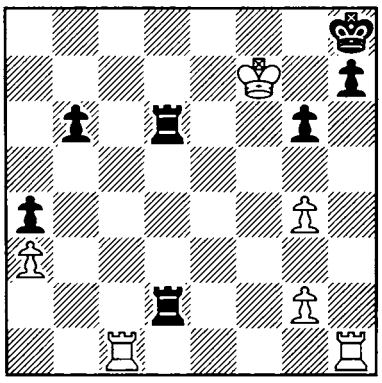

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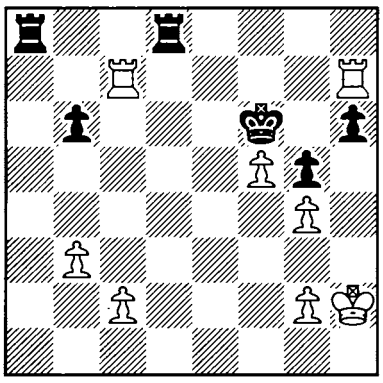

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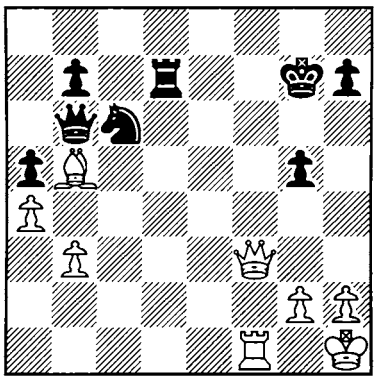

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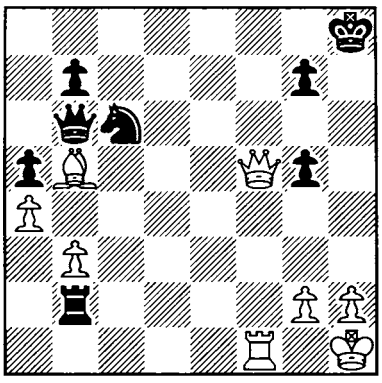

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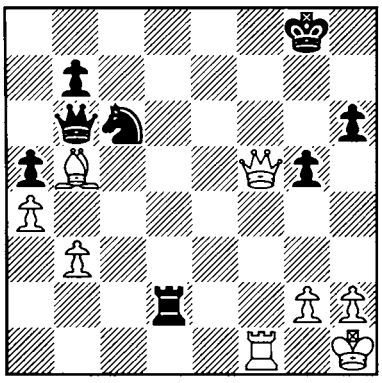

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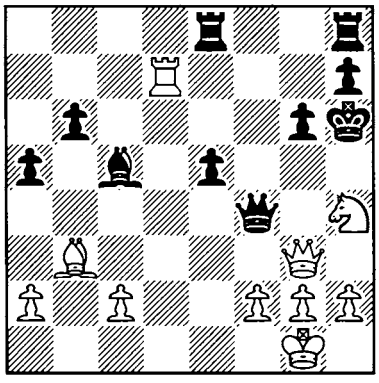

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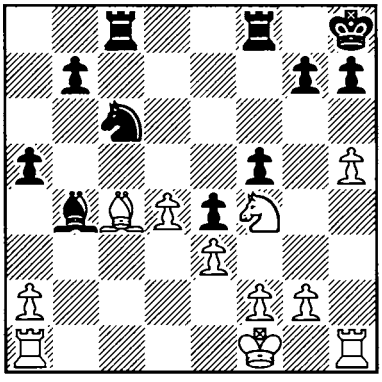

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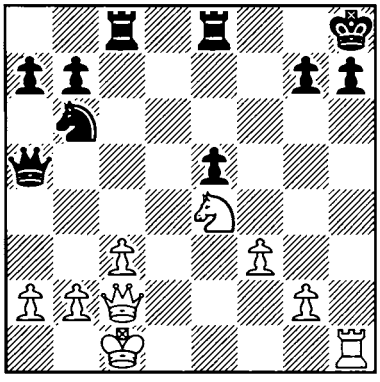
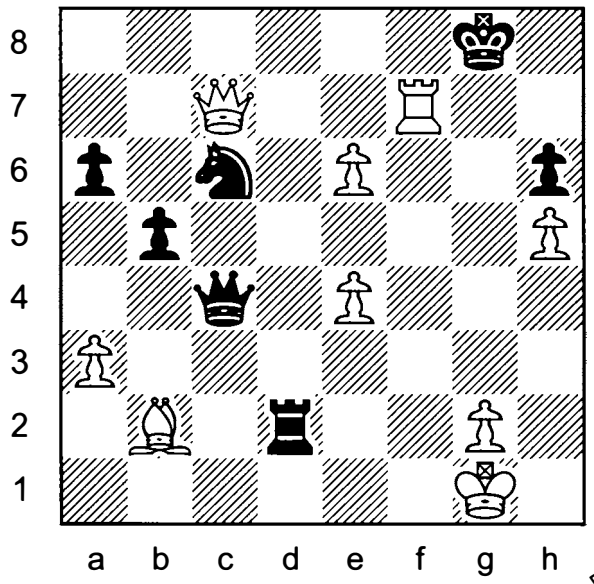


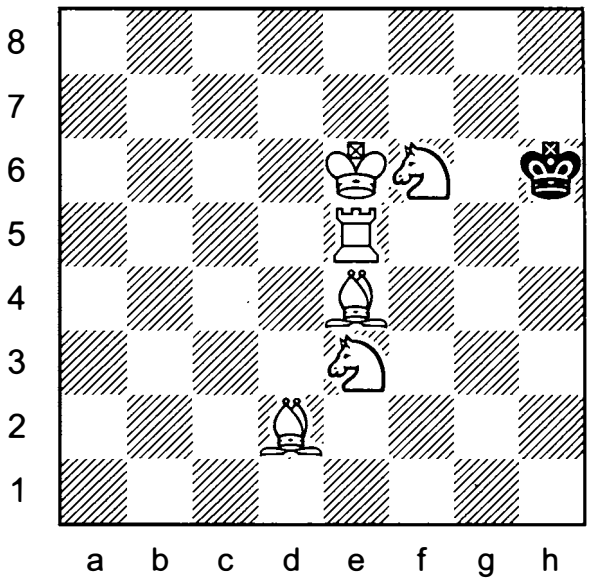
KIRIL'S KONTEST 57

❶



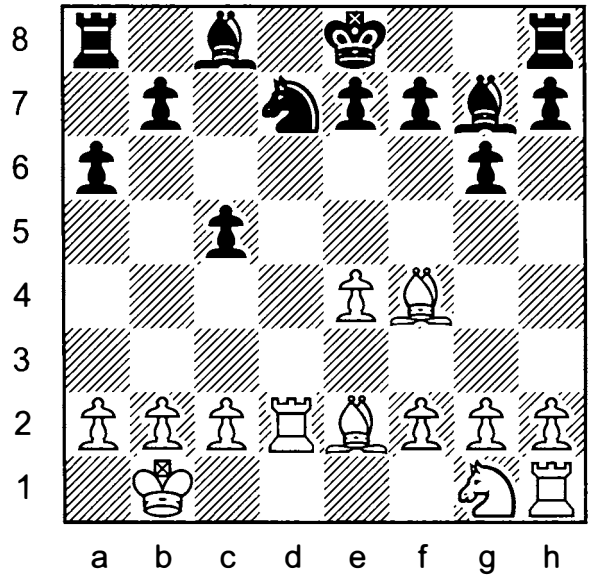
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

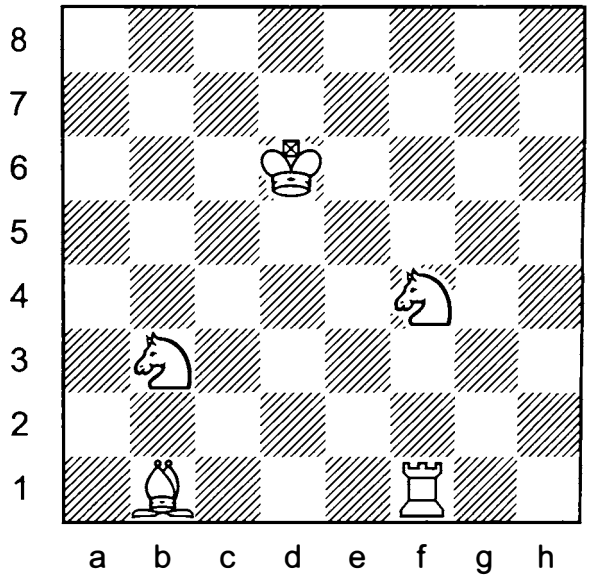
❸



KNIGHT MAZE IN 11

Only the white knight moves. Capture the black king in eleven moves or less, without taking any pieces or moving where the knight can be taken.

❹



TRIPLE LOYD

Place the black king in:

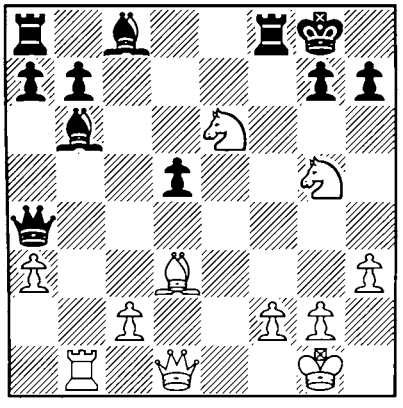
A checkmate
B stalemate
C mate in 1

Switcheroos

(29)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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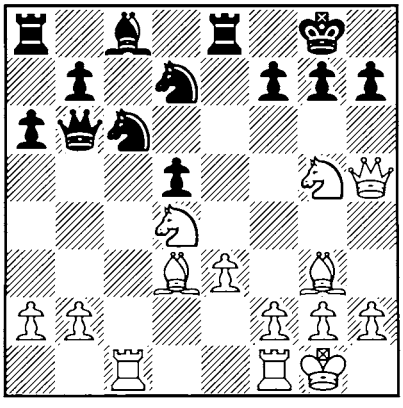

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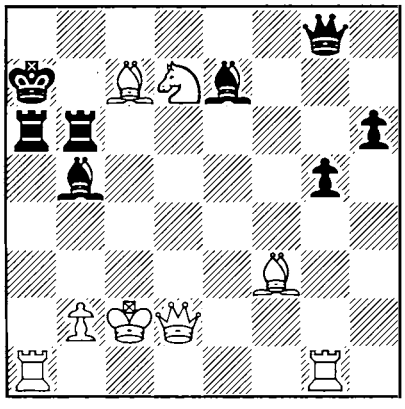
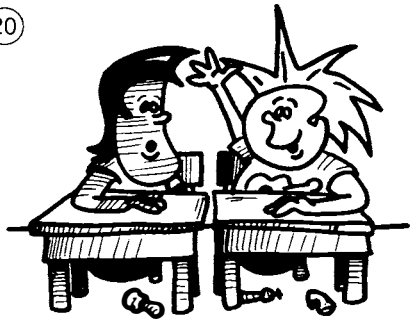


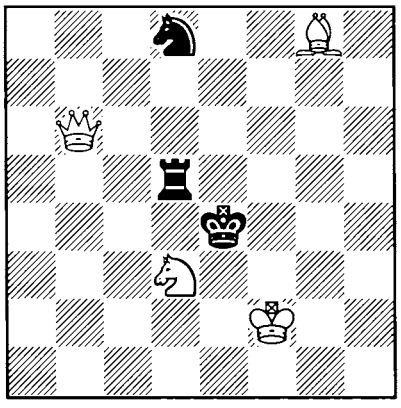
HELPMATES

(20)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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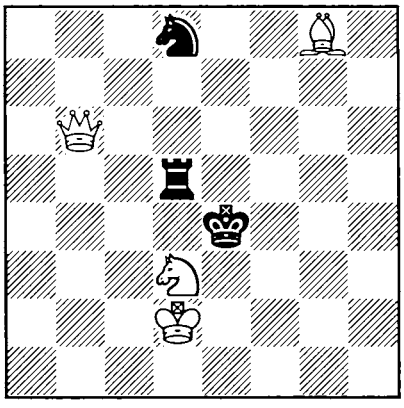

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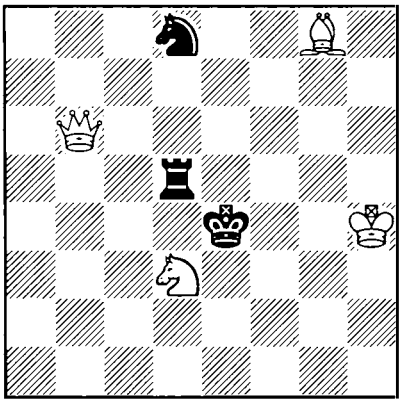


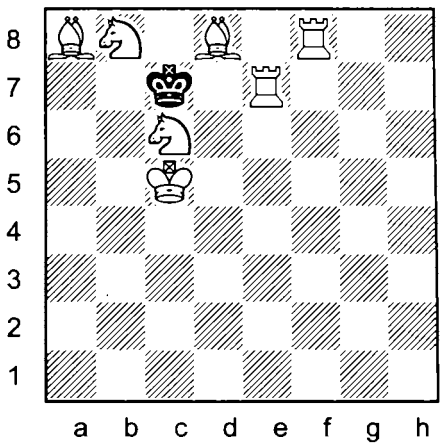
FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

LILY'S PUZZLERS

RETRO #18

WHAT WERE THE LAST THREE MOVES?

❶



Calling all ACE DETECTIVES!!

It's time to begin our investigation. In each position, your assignment is to figure out what the last three moves were, and if there was a capture, which kind of piece was taken. The positions are all legal, and could be reached in an actual game. Of course, some of the moves might be quite funny!

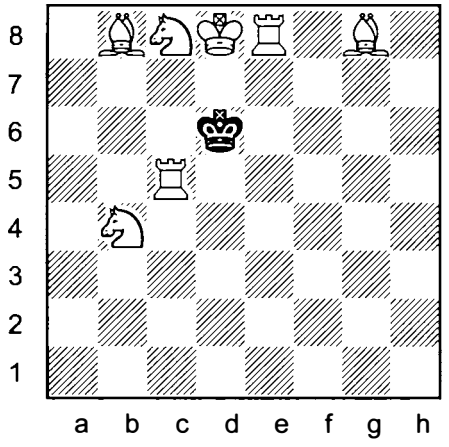
You'll find several very odd looking checks in these retro puzzles. But like most mysteries, there is an explanation.

"The Case of the Overchecked King". Are you interested in taking the job?

Good luck!

☞ *293*

❷



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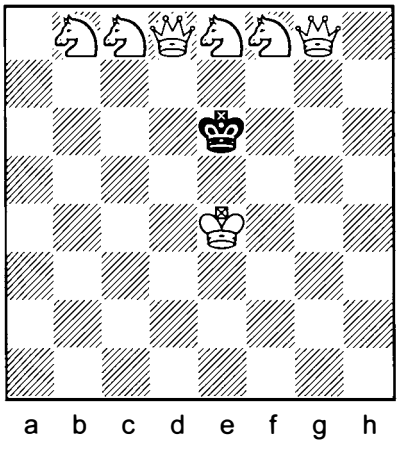

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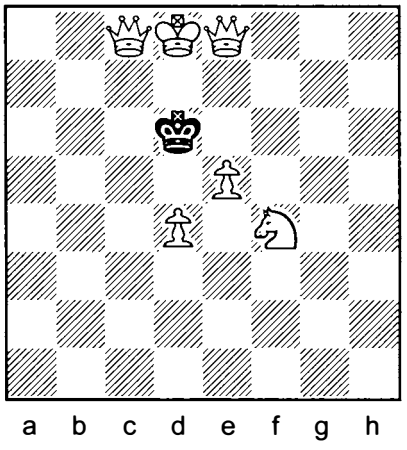

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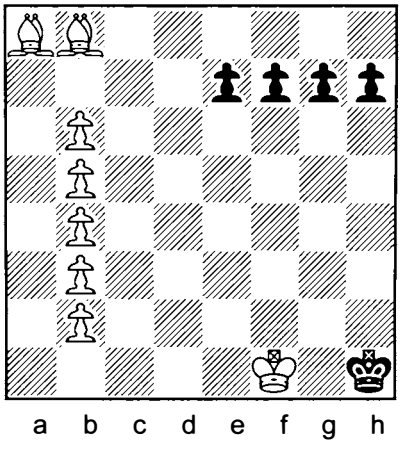
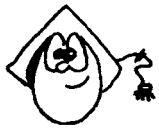


WHAT WERE THE LAST 3 MOVES? If there was a capture, what was captured?

MATE in ONE #58



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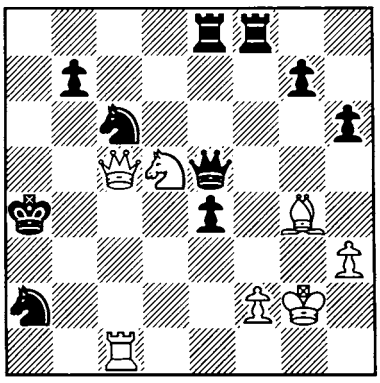
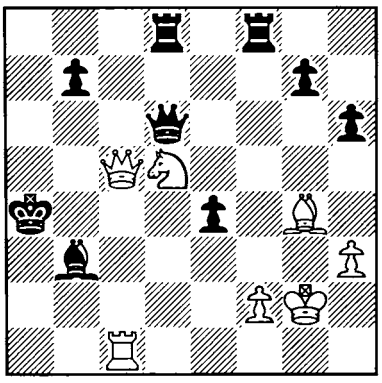


a b c d e f g h

❷



a b c d e f g h

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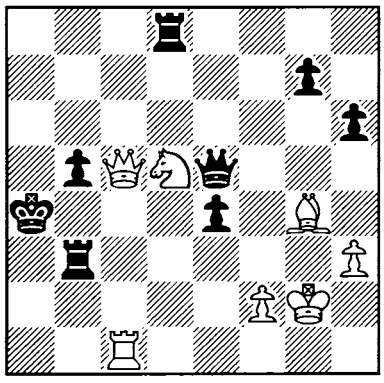

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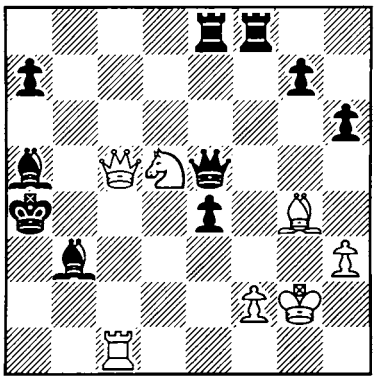

a b c d e f g h

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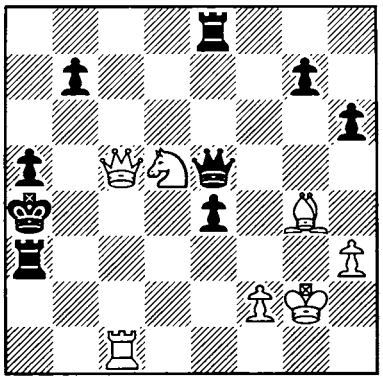

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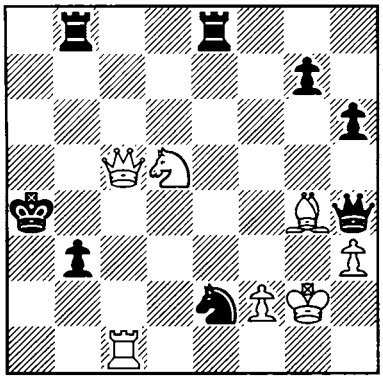

a b c d e f g h

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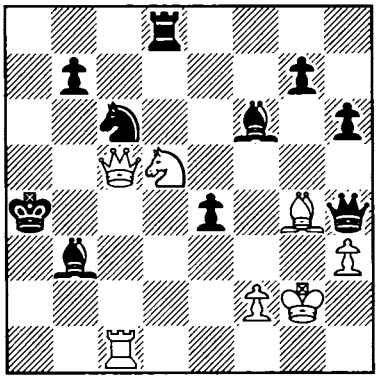

a b c d e f g h

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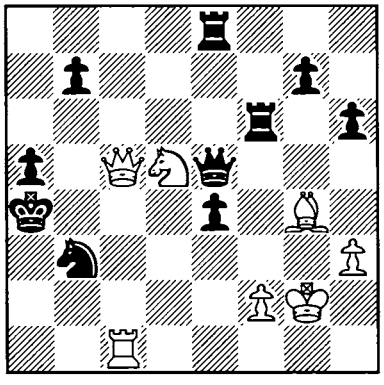
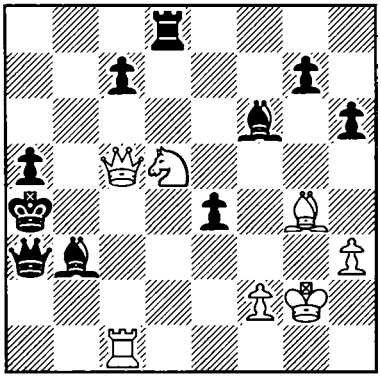


a b c d e f g h

❾



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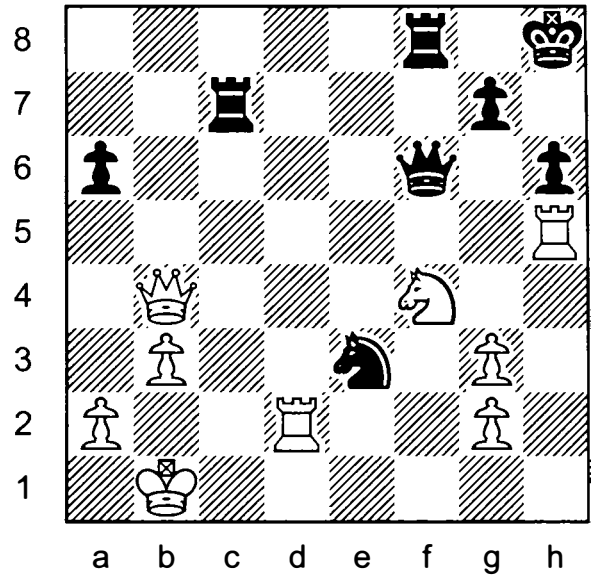
250 ☜ WHITE TO MOVE

COMBO MOMBO !!

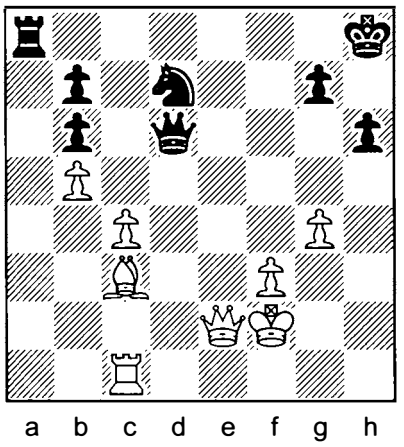
SPOTLIGHT ON DECOYS



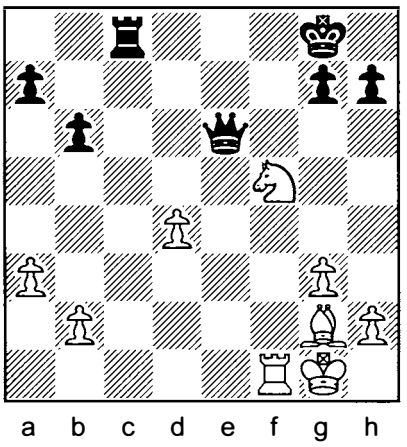
A *decoy* is a sacrifice that makes an opposing piece go to a square that helps us. Sometimes it forces a king to where he can be checked. Other times it brings a piece to where it can be forked or pinned.

♔ In this position, white sees a possible knight fork by *Ng6+*. Too bad the black queen is not on f8. That is the idea for a great combo. The sacrifice 1.Qxf8+! decoys the queen to the forking square. After 1...Qxf8 2.Ng6+ Kg8 3.Nxf8 Kxf8, white is up the exchange (R for N).

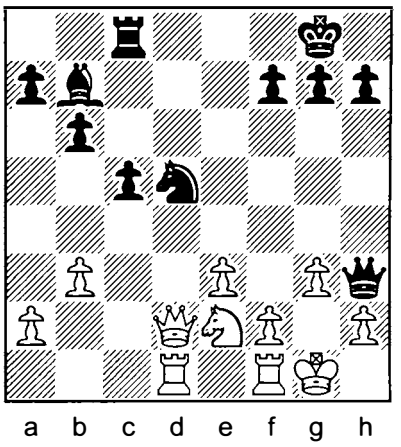
♚ Black to play mates in 2 with 1...Rc1+!, "deeking" the white king one square to the right. Move over, your majesty! 1...Kxc1 2.Qa1#



❶ BLACK TO MOVE
Win Material



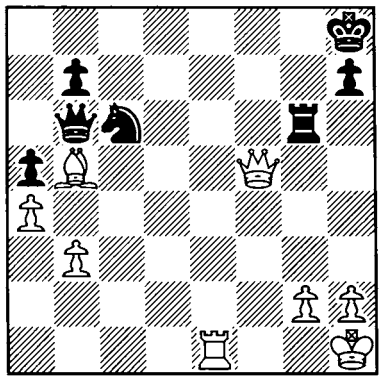
❷ WHITE TO MOVE
Win Material



❸ BLACK TO MOVE
Mate in 3

MATE in TWO #38

❶



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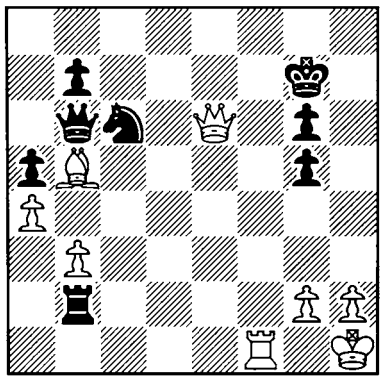

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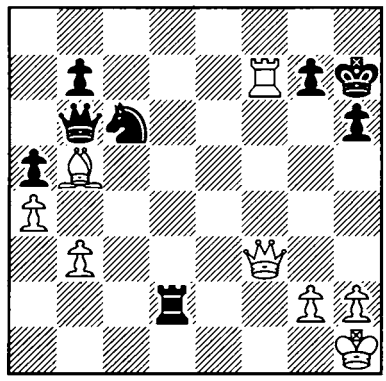

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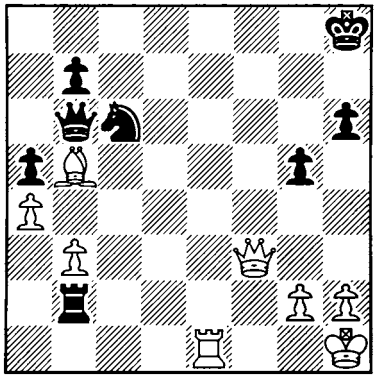

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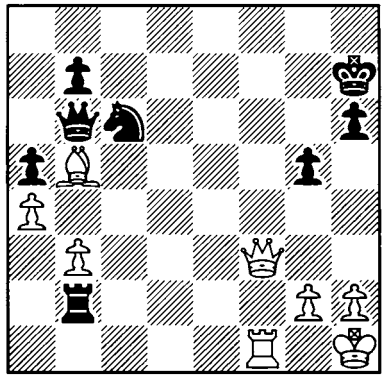

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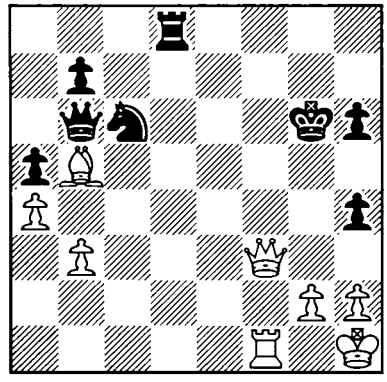

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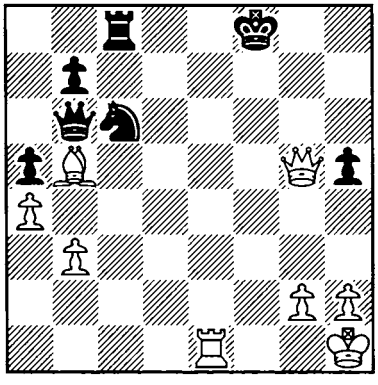

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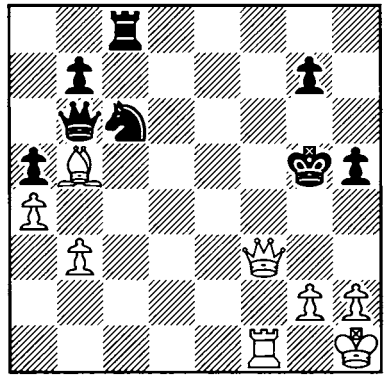

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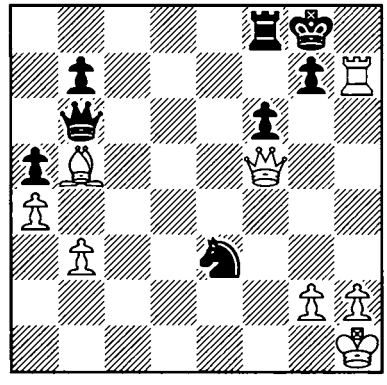
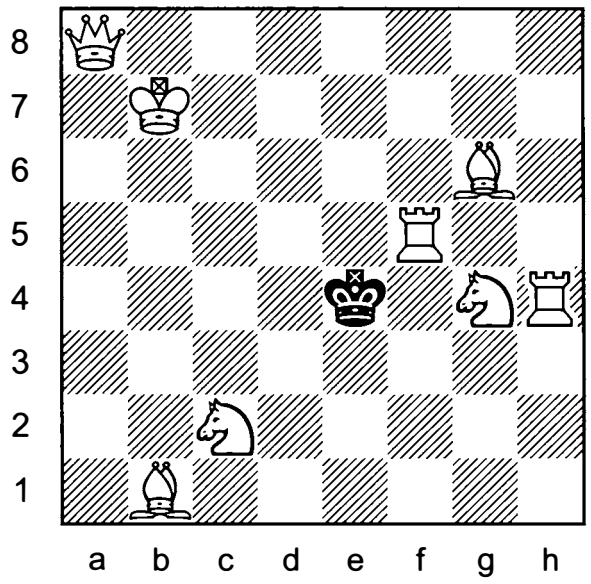


253 ☜ WHITE TO MOVE

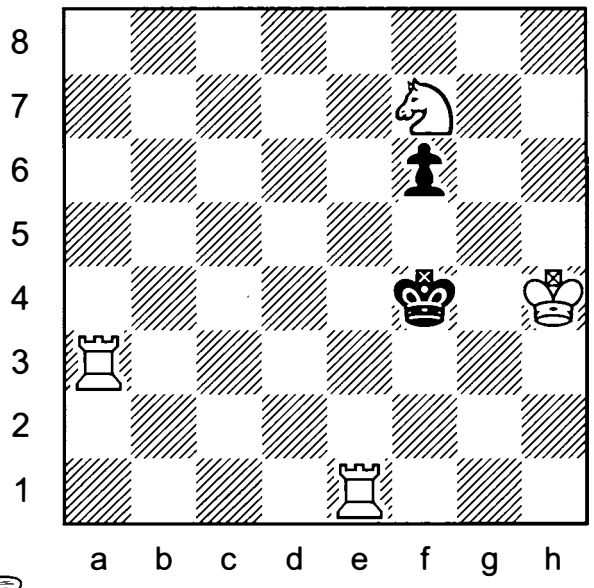
KIRIL'S KONTEST 58

❶



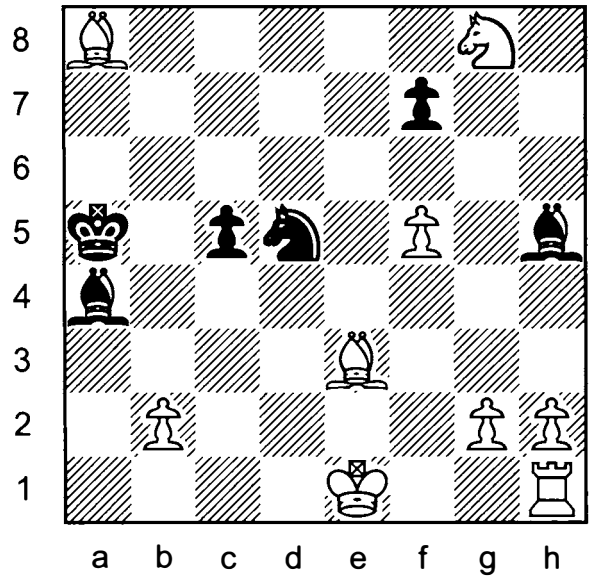
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

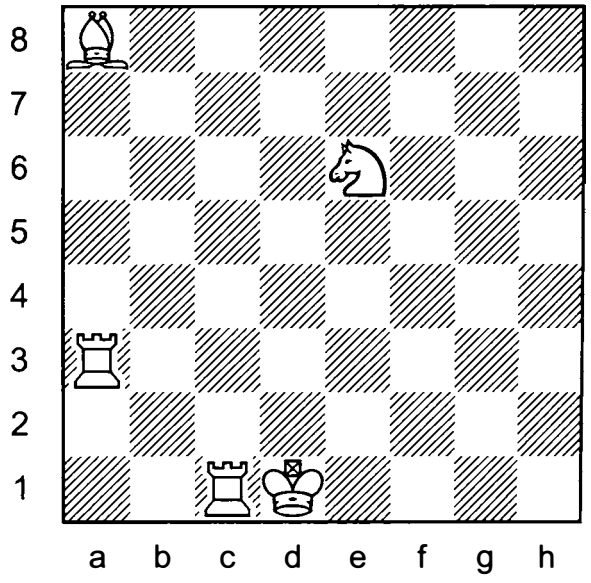
❸



ROOK MAZE IN 20

Only the white rook moves. Capture the black king in twenty moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

Place the black king in:

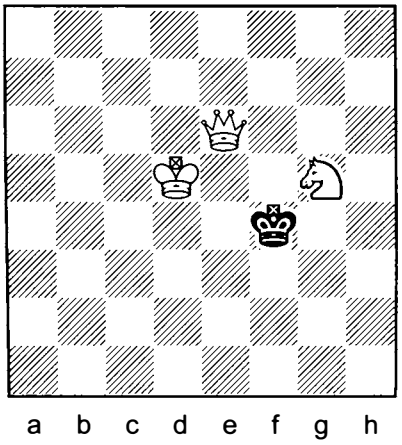
A checkmate
B stalemate
C mate in 1

DOUBLE WHAMMY

10

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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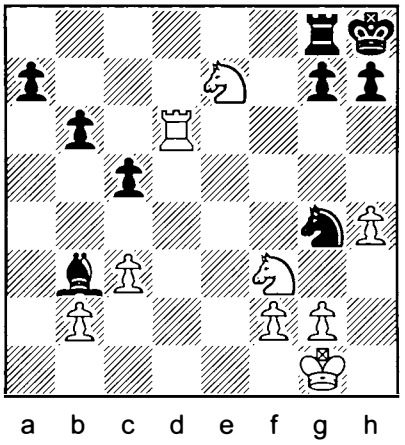

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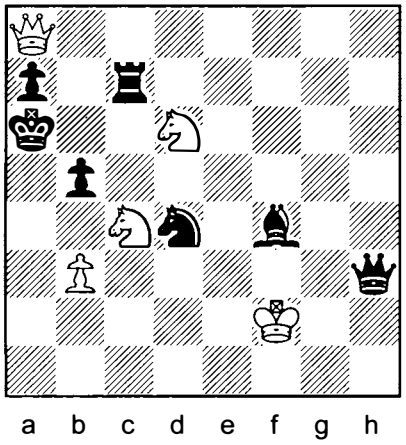


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHESS-O-WORD

44

DO YOU HAVE TIME FOR A GAME OF CHESS?

In this word search, you are looking for terms associated with chess clocks.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be two letters not circled. Unscramble those 2 letters to answer the riddle.

CLOCK
DIGITAL
HAND
FACE
BUTTON
PUSH
PRESS
SET
RUN
TURN
FLAG
TIME
CONTROL
LIMIT
TROUBLE
INCREMENT
DELAY
BULLET
BLITZ
RAPID
ACTIVE
STANDARD

D I P A R K C O L C
L I A C T I V E I D
O N G H A N D N M R
R B G I F A C E I A
T U A T T R U N T D
N T L I E A T U R N
O T F M D E L A Y A
C O E E L B U O R T
O N H S U P R E S S
T E L L U B L I T Z

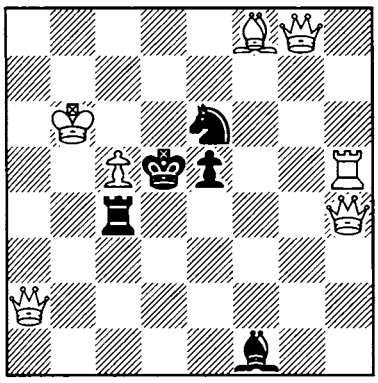
RIDDLE : ***How should clocks be set at the start of a game?***

_ _

☞ 303, 304

MATE in ONE #59

❶



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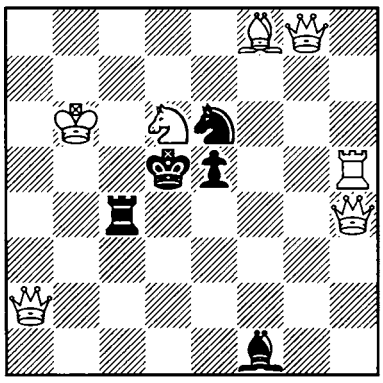

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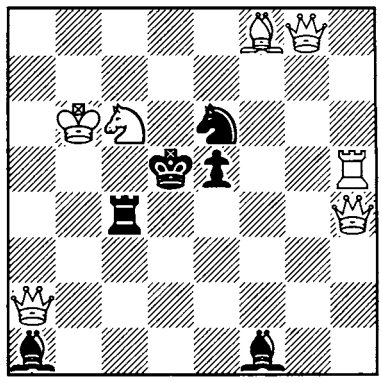

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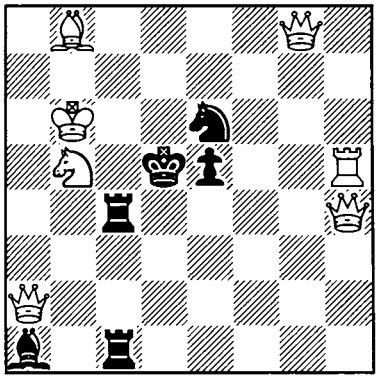

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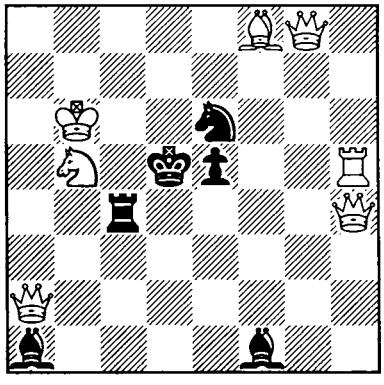

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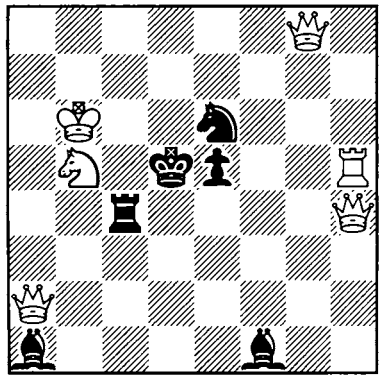

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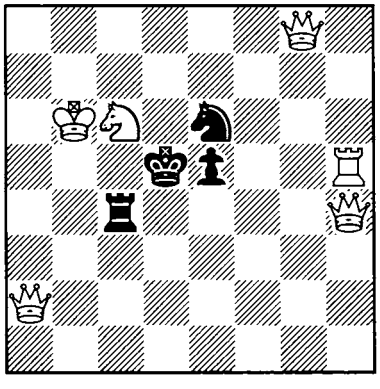

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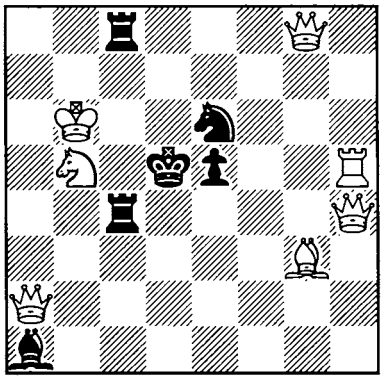

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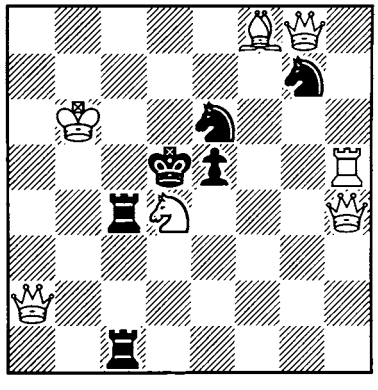
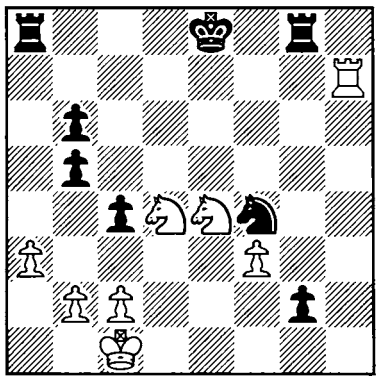


WHITE TO MOVE ☞ *250*

MATE in TWO #39

❶



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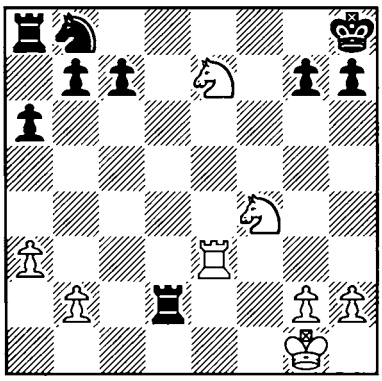

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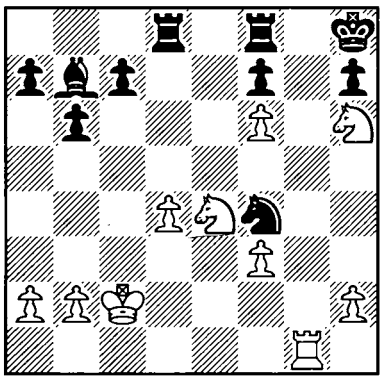

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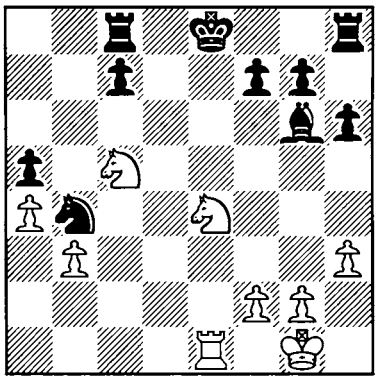

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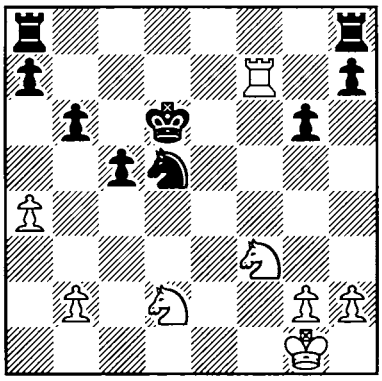

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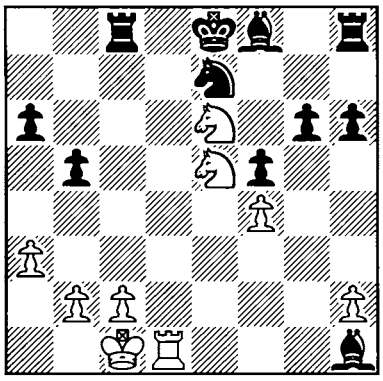

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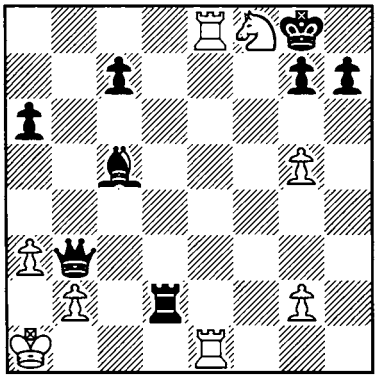

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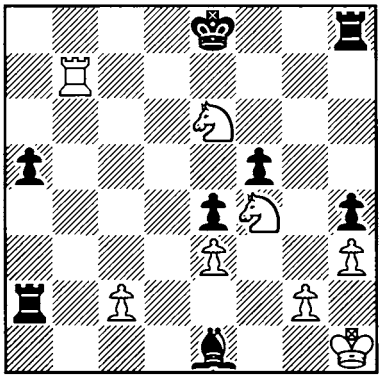

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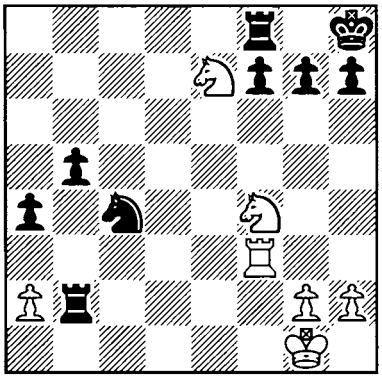


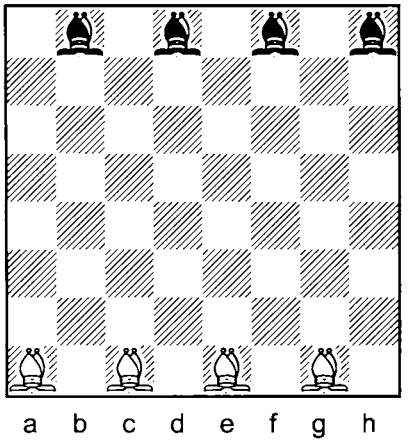
253 ☜ WHITE TO MOVE

LILY'S PUZZLERS

Did you ever notice how chess pieces sometimes get in each other's way? In this puzzler, the eight bishops have just eleven moves to get from A to B.

Twelve moves is easy. But I think you will find 11 a real challenge. ☞ 279

A



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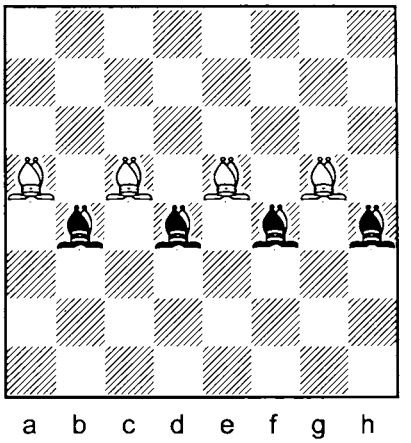
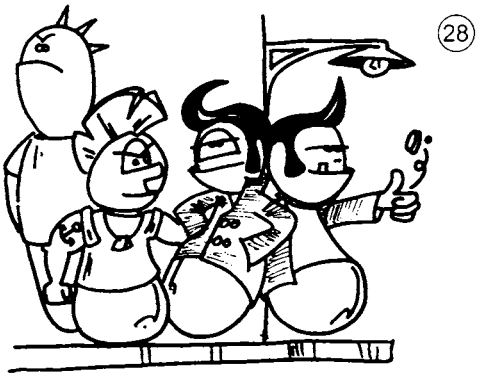


11 MOVES

"PASSING BISHOPS #1"
Starting in the position on the left, make 11 moves (*6 white, 5 black*) to reach the position on the right.

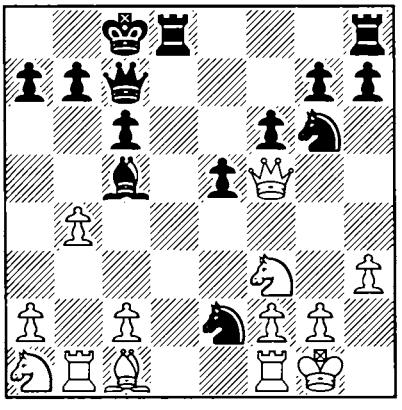
WHO'S THE GOOF?



(28)

Is your goof detector working? Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 274

❶



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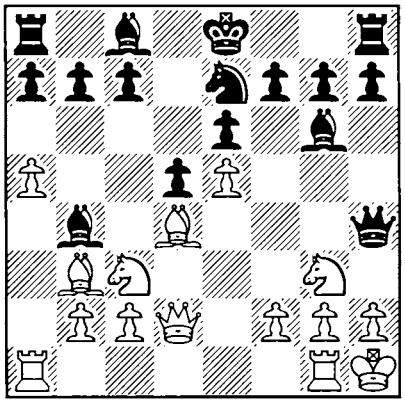

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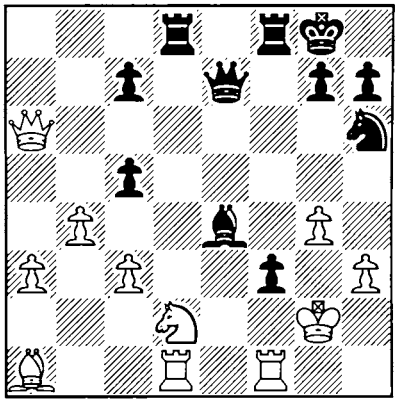
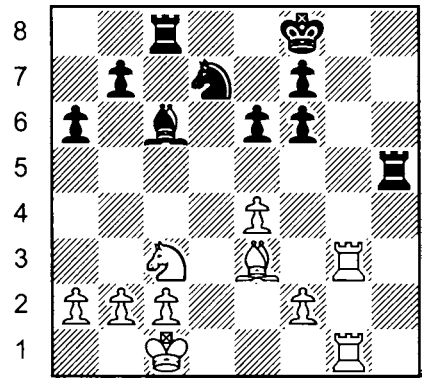


TACTICS 101

45

WHITE TO MOVE **FIND the X-RAYS** *WIN MATERIAL*



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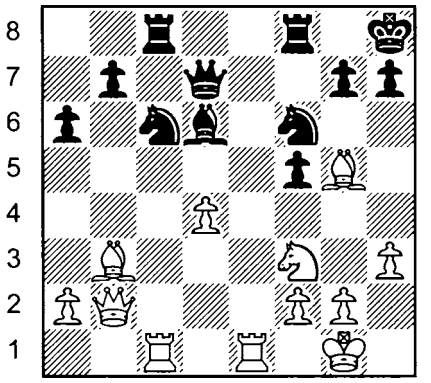

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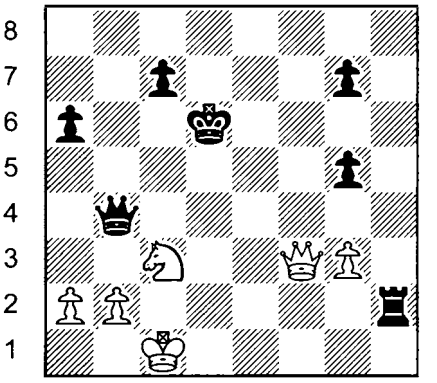

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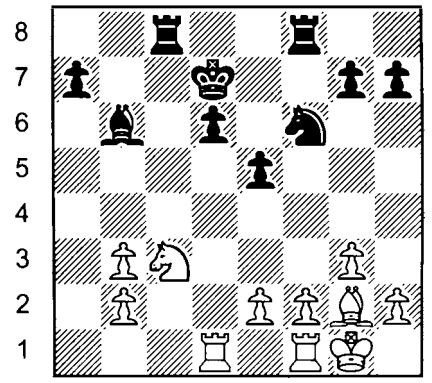

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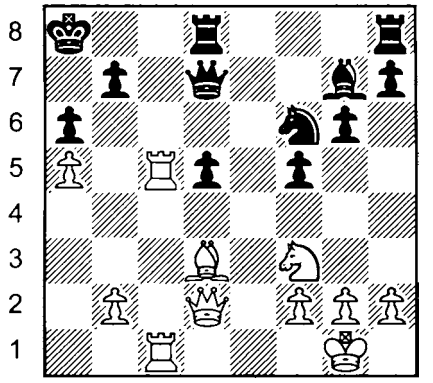

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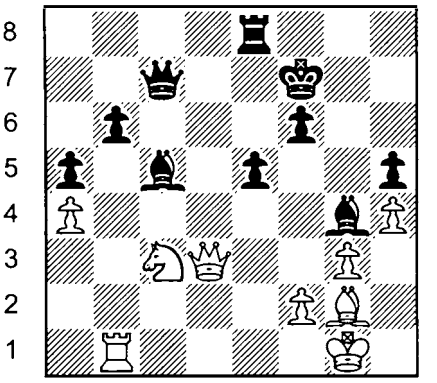

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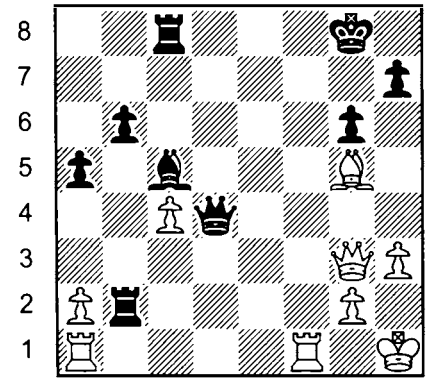

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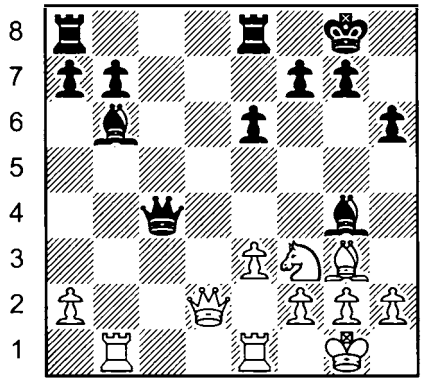

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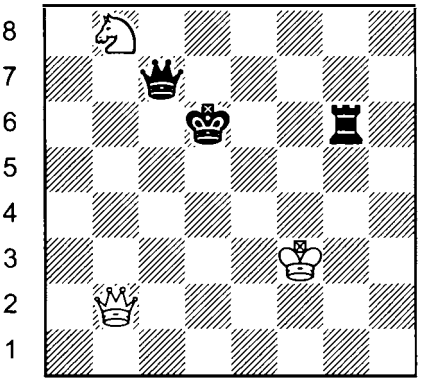
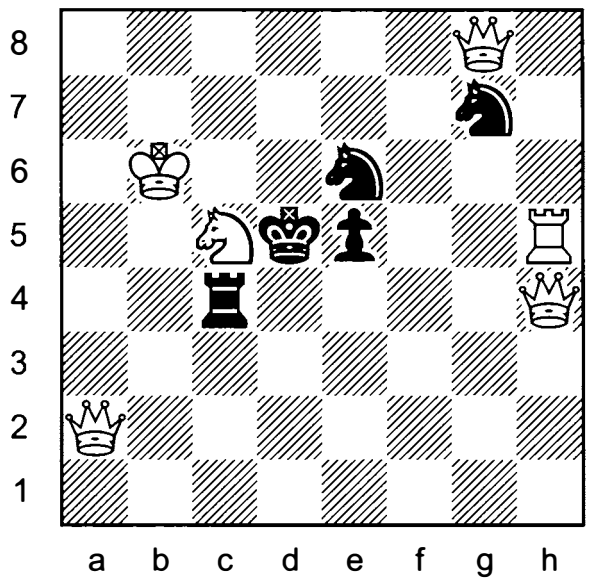


❾

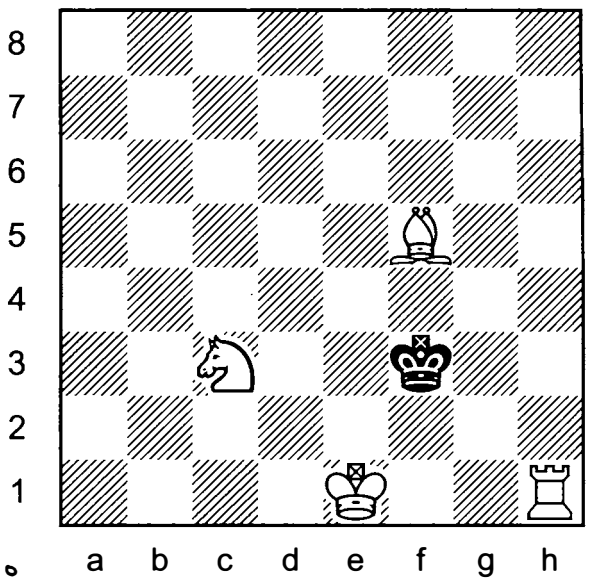
KIRIL'S KONTEST 59

❶



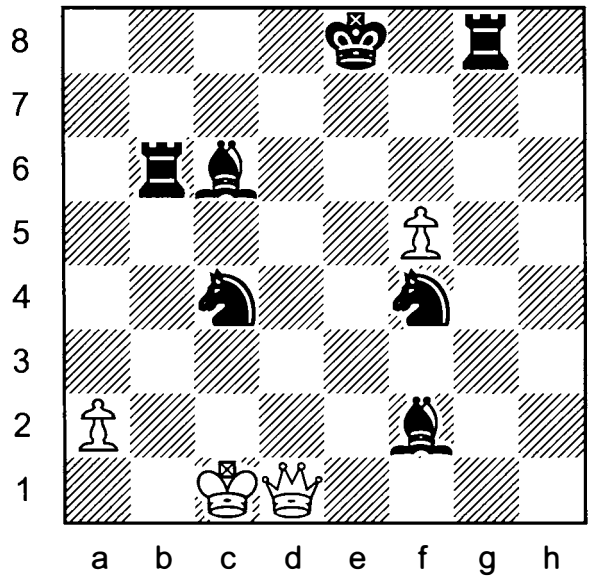
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

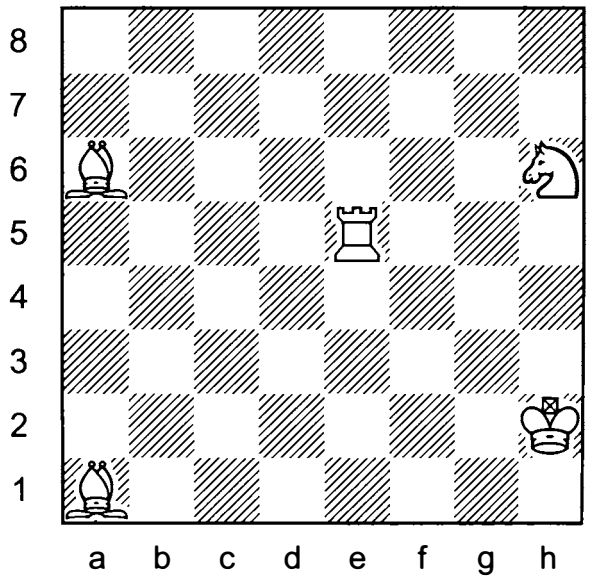
❸



QUEEN MAZE IN 8

Only the white queen moves. Capture the black king in eight moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

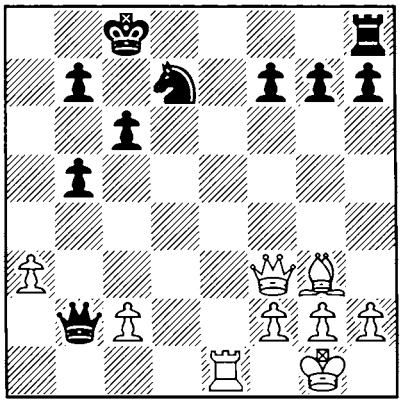
A checkmate
B stalemate
C mate in 1

HELPMATES

(21)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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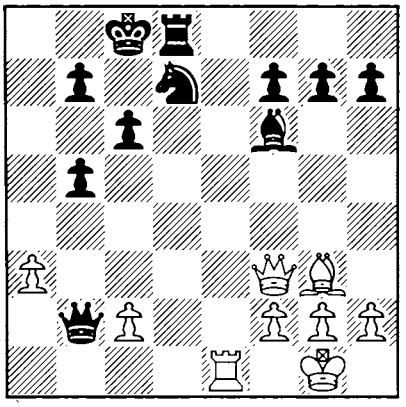

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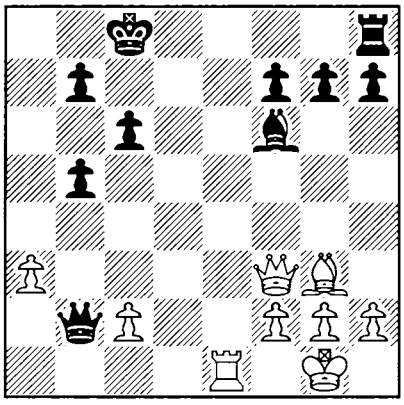
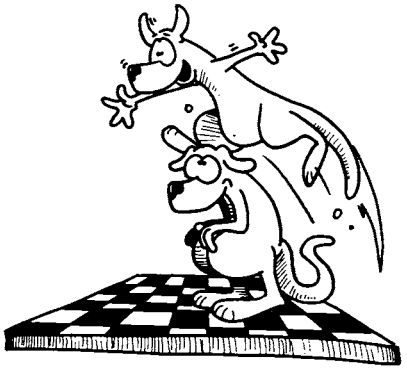


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

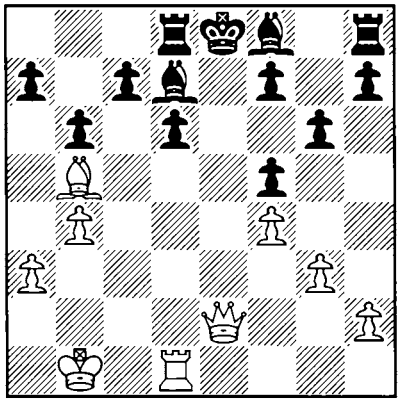
Switcheroos

(30)



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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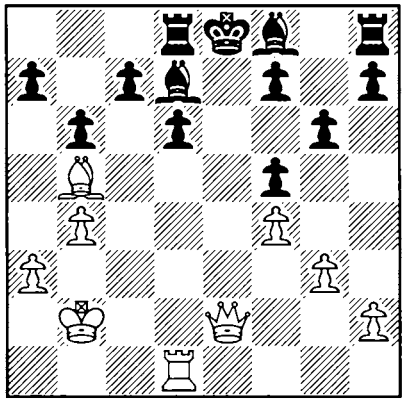

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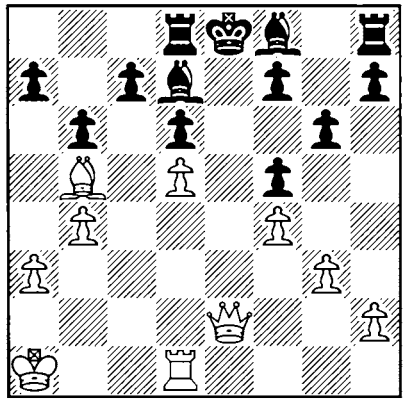
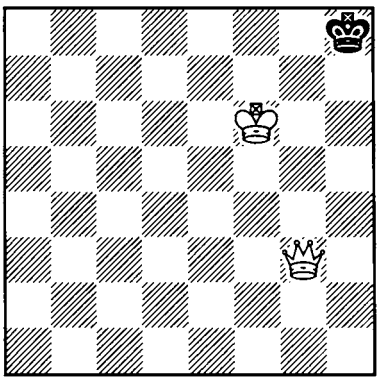


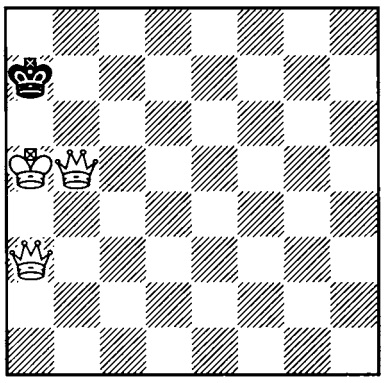
MATE in ONE #60

❶



a b c d e f g h

❷



a b c d e f g h

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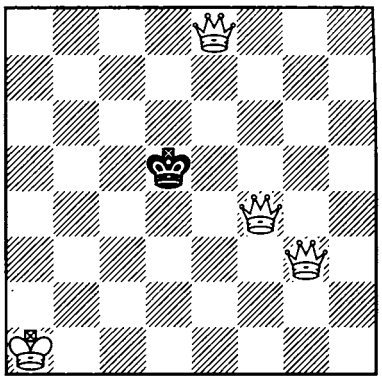
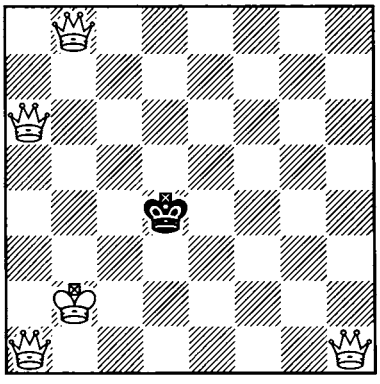


a b c d e f g h

❹



a b c d e f g h

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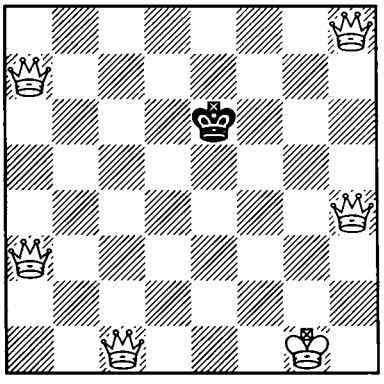

a b c d e f g h

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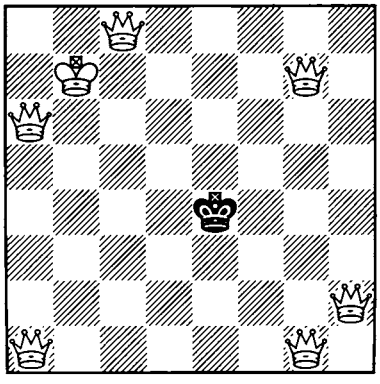

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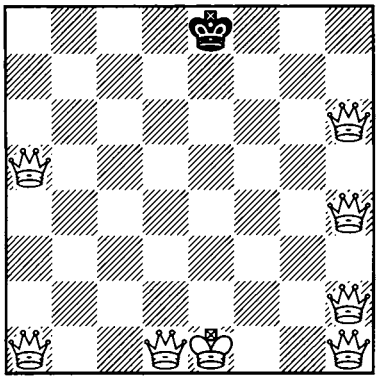

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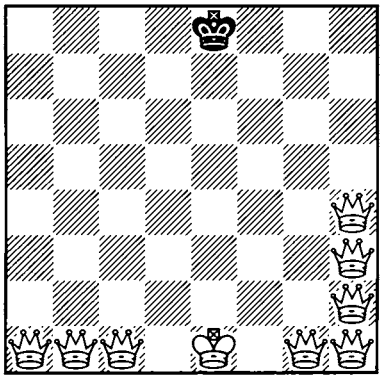

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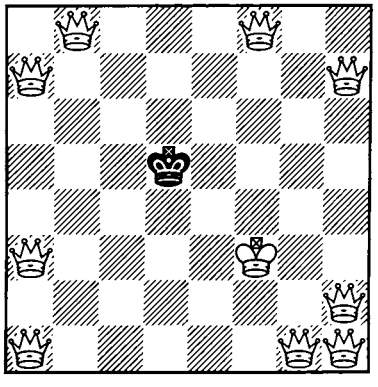

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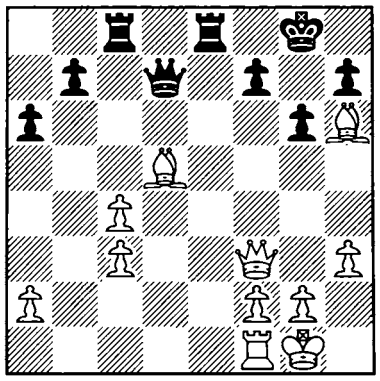
MATE in TWO #40

❶



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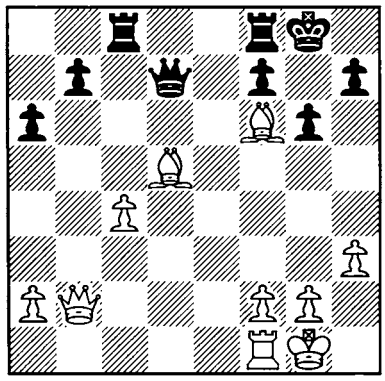

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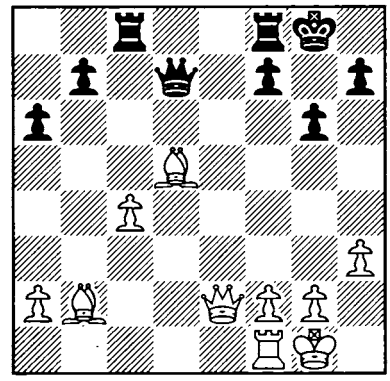

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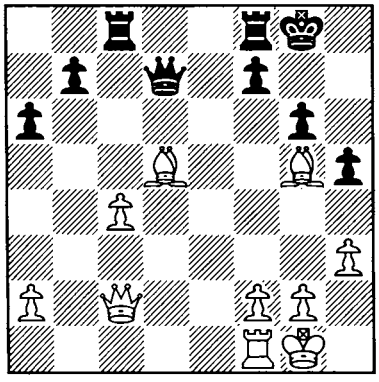

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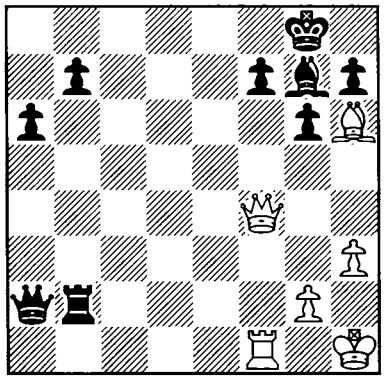

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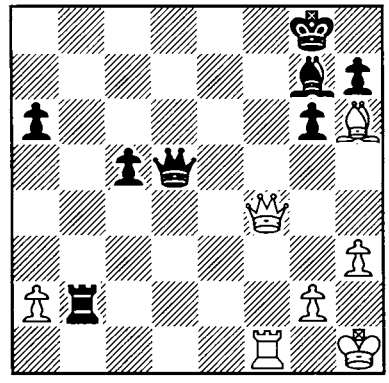

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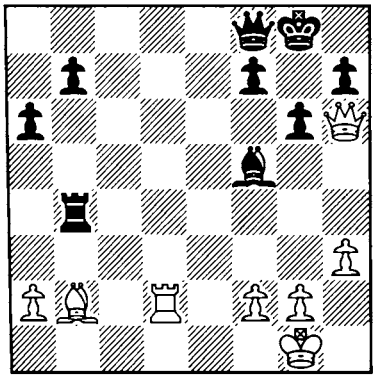

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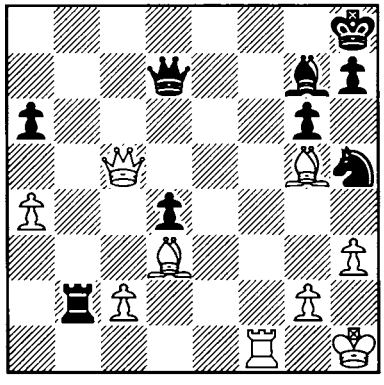

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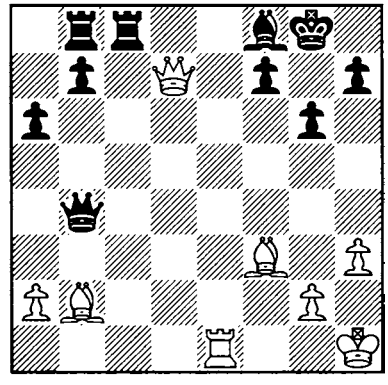
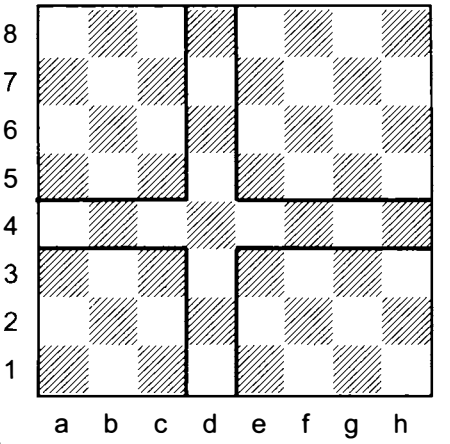
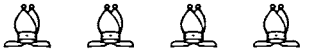


LILY'S PUZZLERS

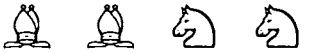
CROSS ATTACK



A. Place 4 bishops on the board so that all 15 squares on the d-file and the 4th rank are attacked.



B. Place 2 bishops and 2 knights on the board so that all 15 squares on the d-file and the 4th rank are attacked.



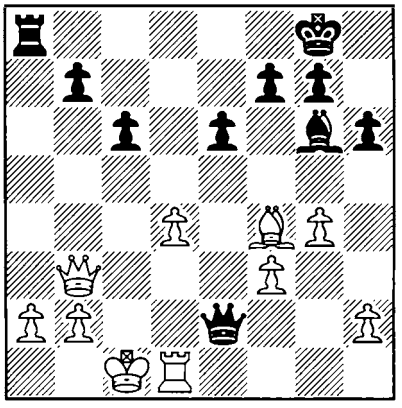
☞ 279

COMBO MOMBO!!

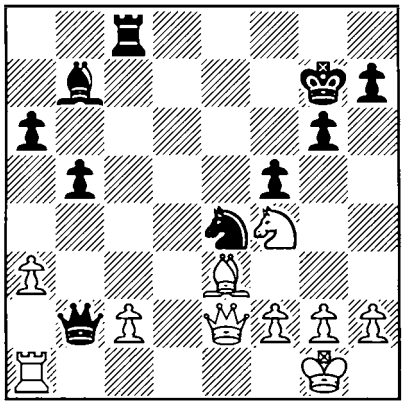
JUMBO MIX

Can you find the combinations in the following positions? Each example uses a theme from one of the past two Combo Mombos. You can work on the problems as a review exercise or a quiz. Or you can just do them for fun!

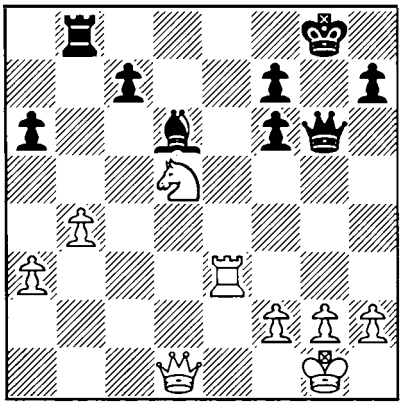
☞ 269



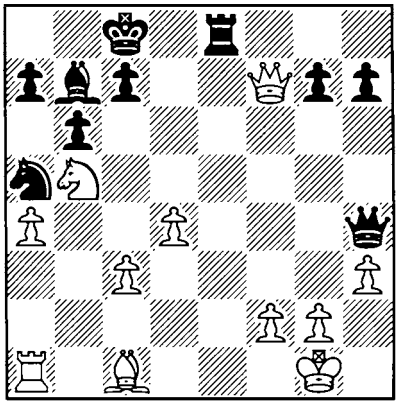
❶ BLACK TO MOVE
Mate in 2



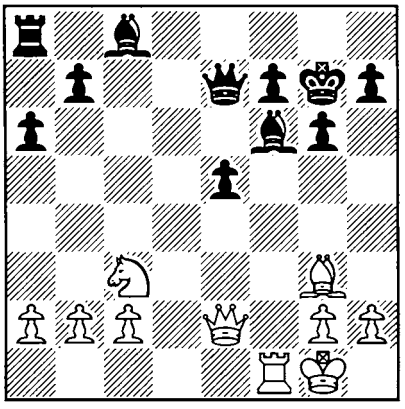
❷ WHITE TO MOVE
Win Material



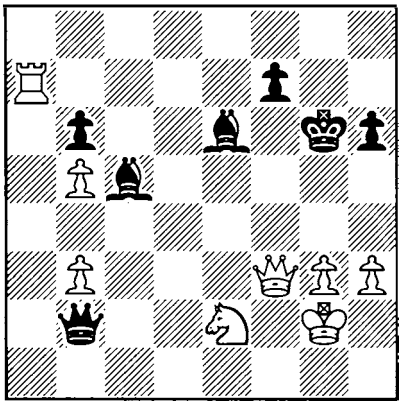
❸ WHITE TO MOVE
Win Material



❹ BLACK TO MOVE
Mate in 4



❺ WHITE TO MOVE
Win Material

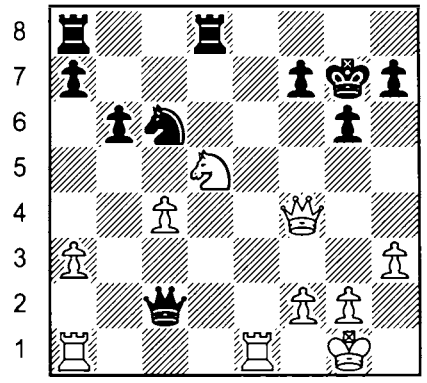


❻ BLACK TO MOVE
Win Material

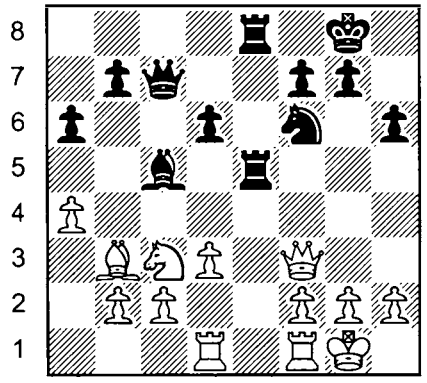
TACTICS 101

(46)

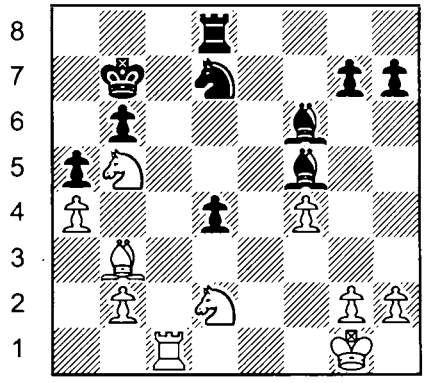
WHITE TO MOVE **FIND the FORKS** *WIN MATERIAL*



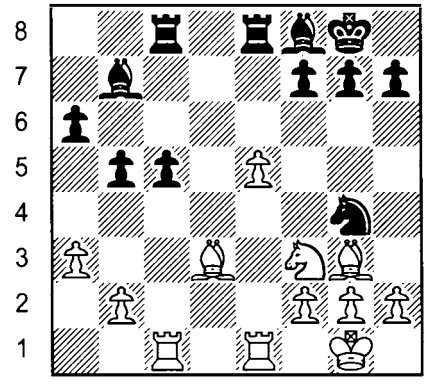
❶ a b c d e f g h



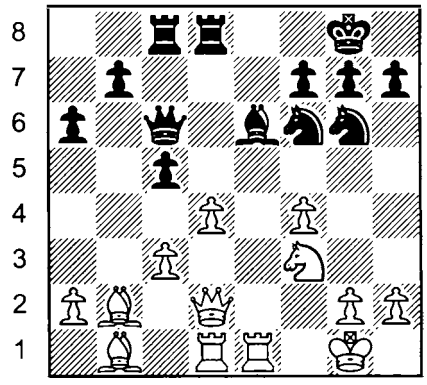
❷ a b c d e f g h



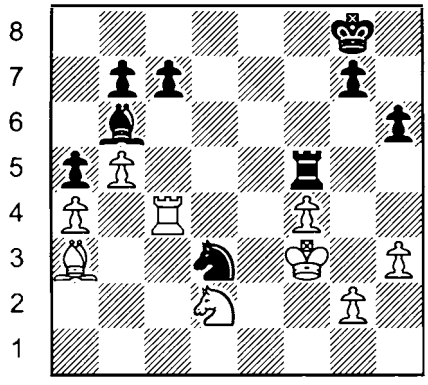
❸ a b c d e f g h



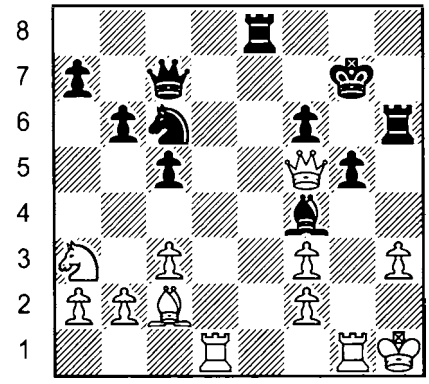
❹ a b c d e f g h



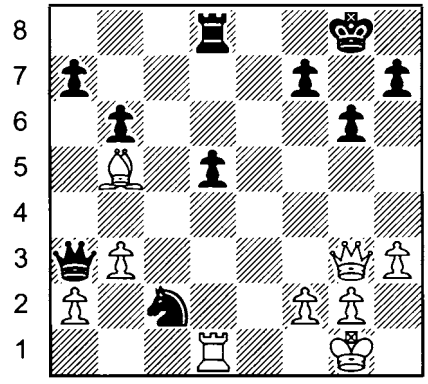
❺ a b c d e f g h



❻ a b c d e f g h



❼ a b c d e f g h



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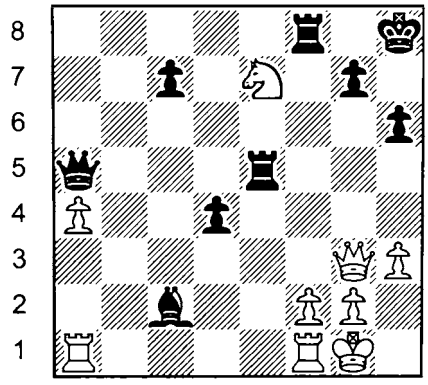
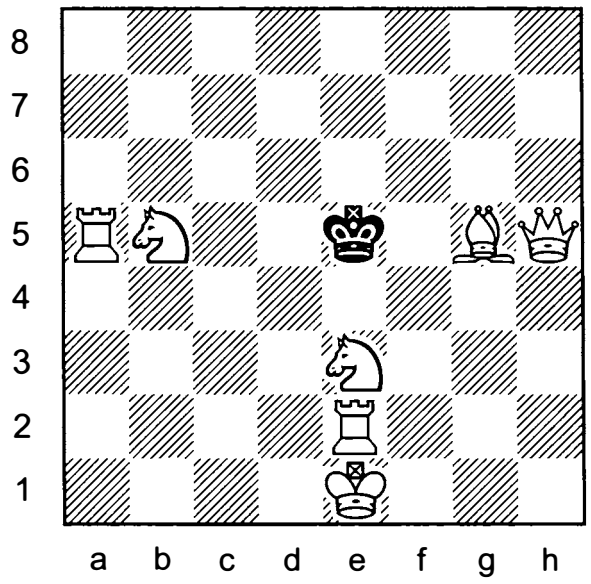


❾ a b c d e f g h

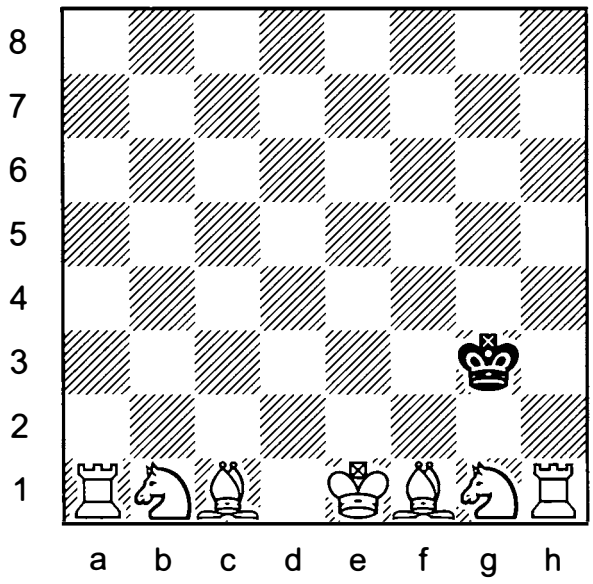
KIRIL'S KONTEST 60

❶



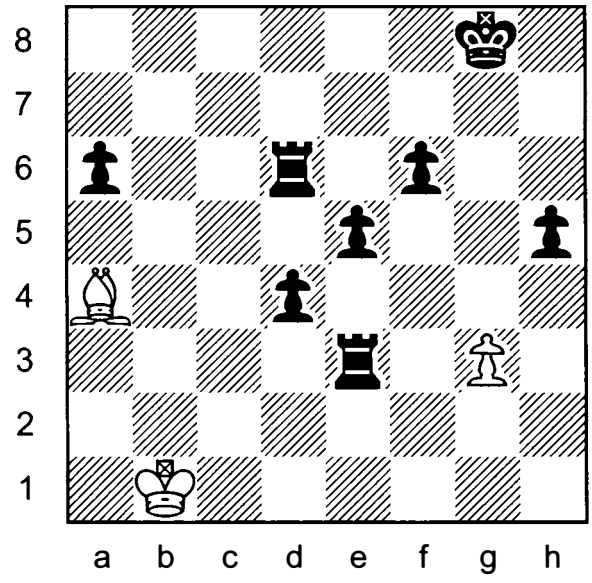
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

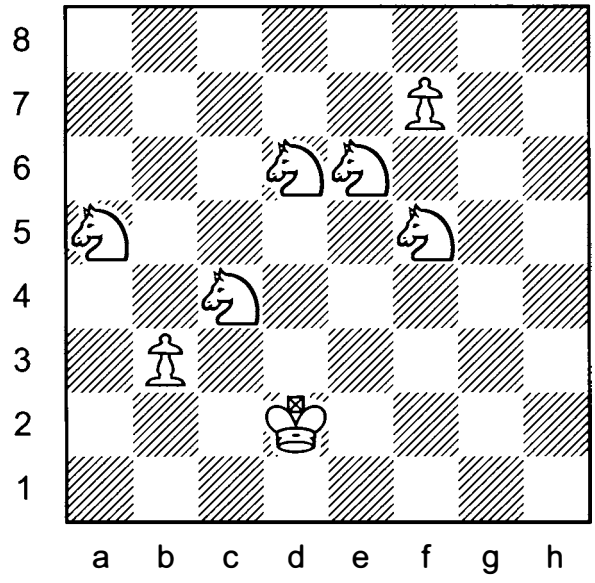
❸



BISHOP MAZE IN 6

Only the white bishop moves. Capture the black king in six moves or less, without taking any pieces or moving where the bishop can be taken.

❹



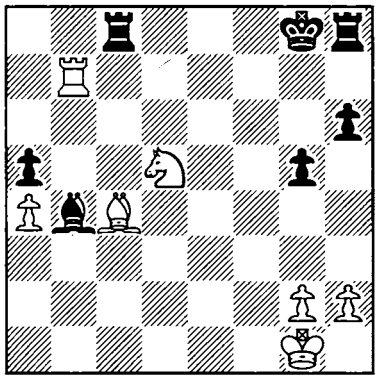
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

MATE in TWO #41

❶



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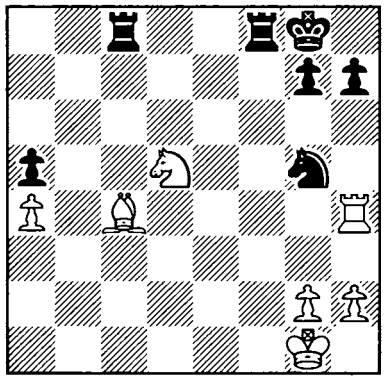

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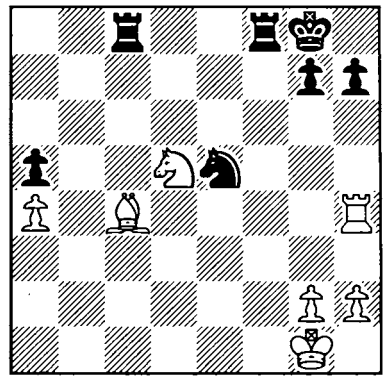

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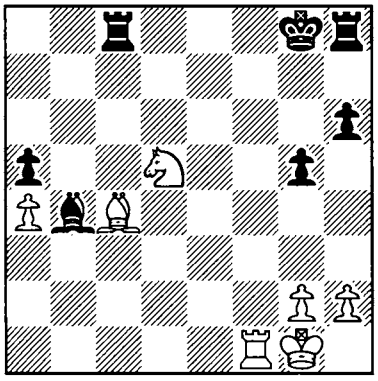

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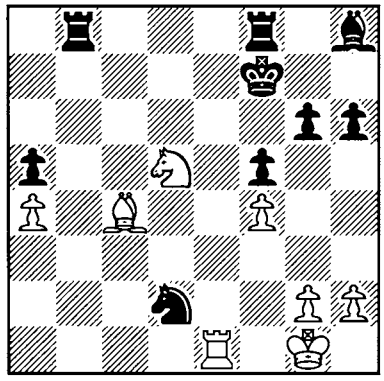

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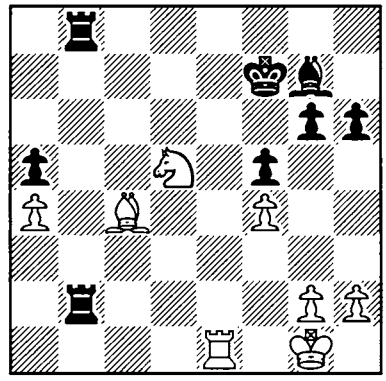

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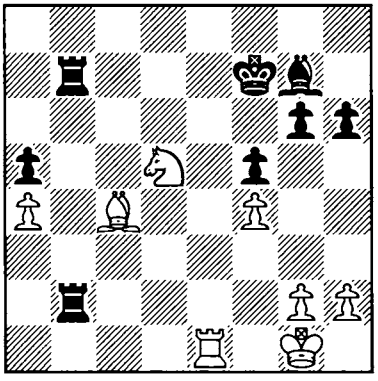

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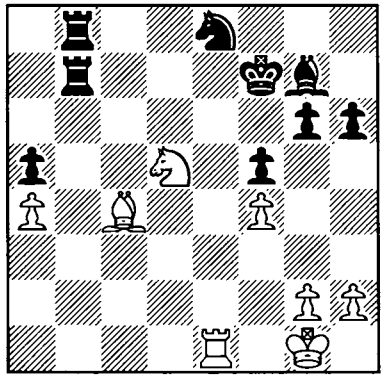

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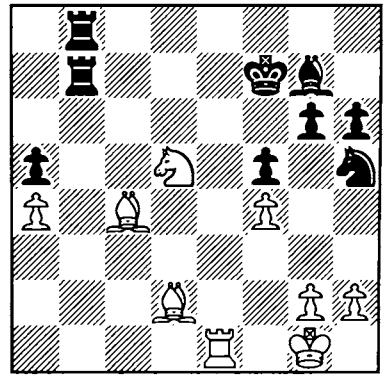
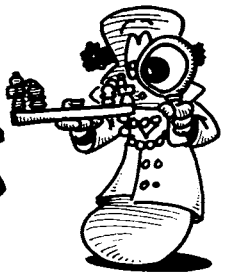


LILY'S PUZZLERS



RETRO #19

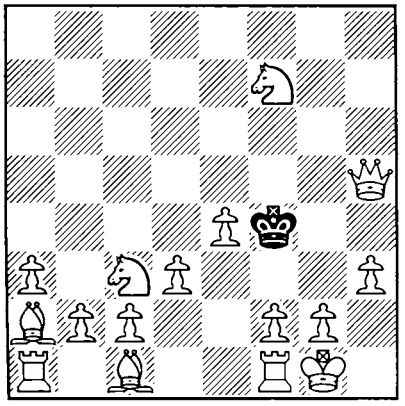
☞ 294

Greetings, chess sleuths!

Here are some more mysteries to challenge your detective skills. Can you solve the "Case of the Hidden Bishop"?

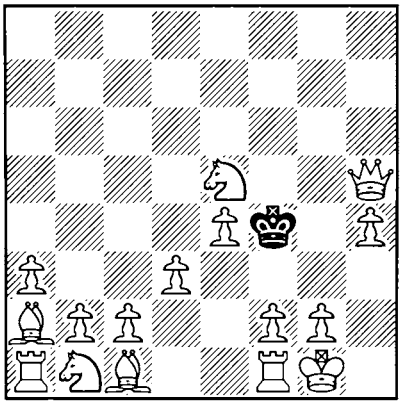
As usual, be certain that all the checks are legal. Good luck!!

❶



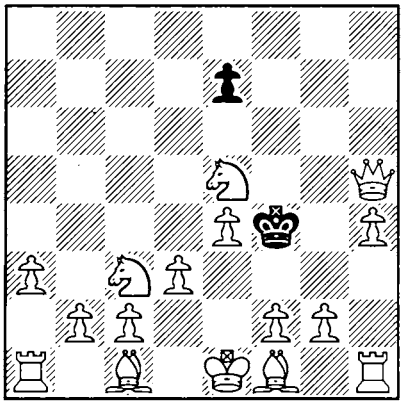
WHAT WERE THE LAST 3 MOVES?

❷



WHAT WERE THE LAST 2 MOVES?

❸



WHAT WERE THE LAST 2 MOVES?

IF THERE WAS A CAPTURE, WHICH KIND OF PIECE WAS TAKEN?

CHESS-O-WORD

45

CAN YOU TALK THE TALK?

In this word search, you are looking for cool chess terms.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

FIANCHETTO
ZUGZWANG
PAWN
ROOK
GAMBIT
CHECKMATE
STALEMATE
EN PASSANT
DESPERADO
RAM
ISOLANI
PERP
BLITZ
CHEAPO
KIBITZ
TEMPO
PIN
HOLE

O G I N A L O S I C
D T N K I B I T Z H
A S T A L E M A T E
R C I E W O N R I C
E H B L H Z P A L K
P E M O K C G M B M
S A A H O N N U E A
E P G O O I W A Z T
D O P E R P A W I E
T N A S S A P N E F

RIDDLE : ***If you got one, what have you done?***

_ _ _

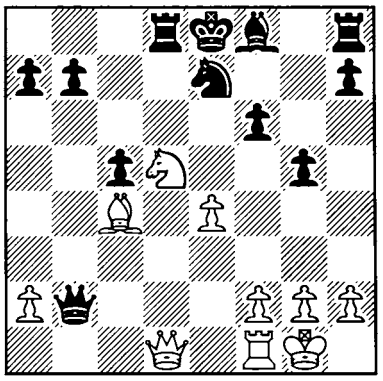
☞ 303, 304

CHECKOLOGY 1

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



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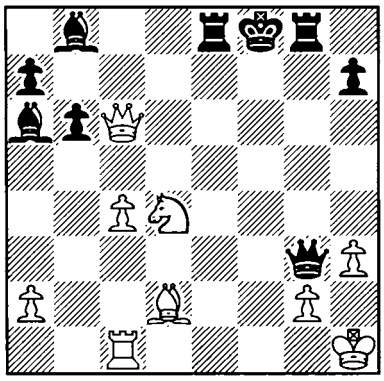

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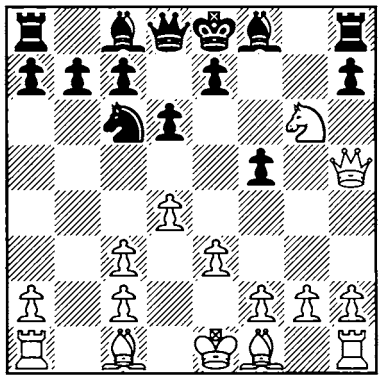
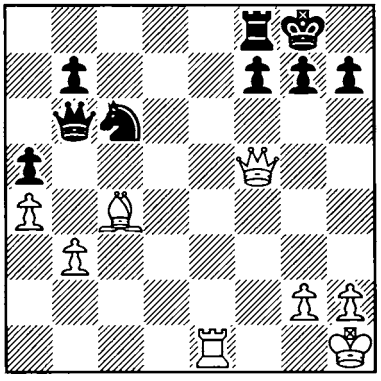


❹

MATE in 2



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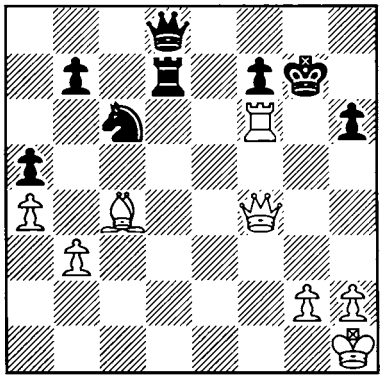

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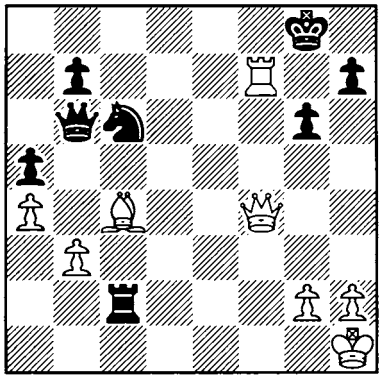
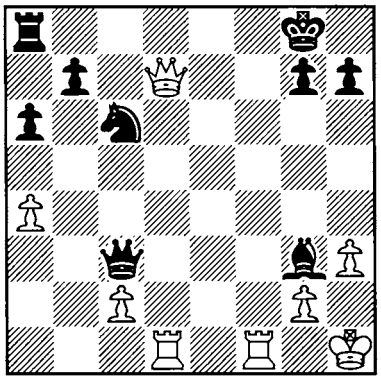


❼

MATE in 3



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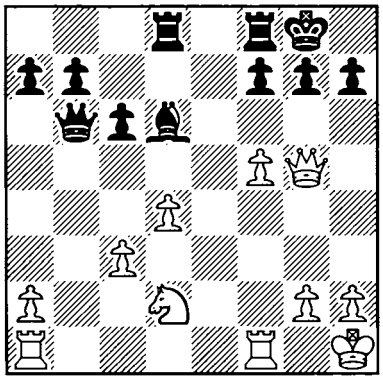

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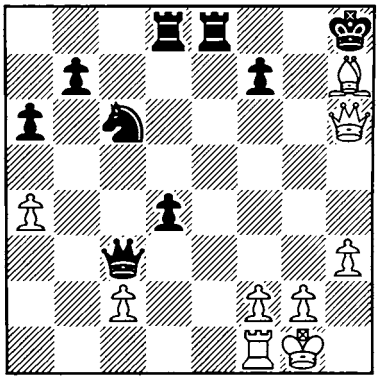
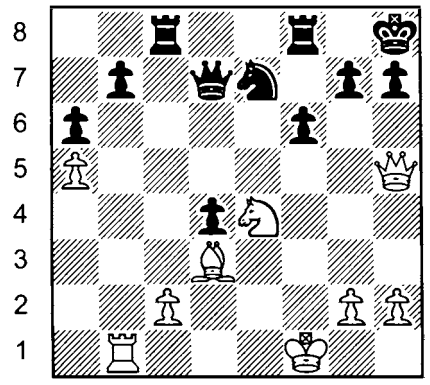
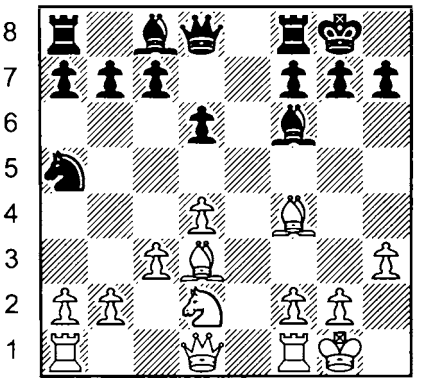


TACTICS 101

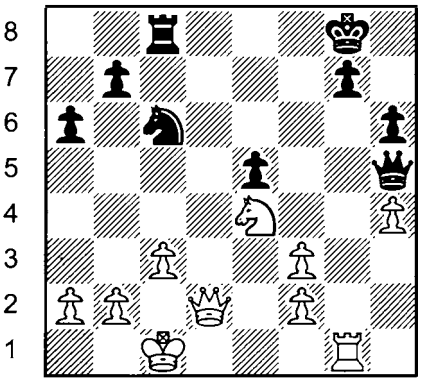
WHITE TO MOVE **FIND the DOUBLE ATTACKS** *WIN MATERIAL OR MATE*



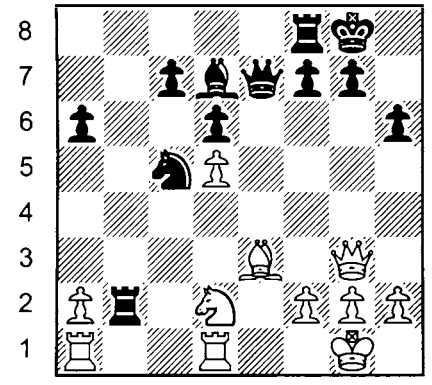
❶ a b c d e f g h



❷ a b c d e f g h



❸ a b c d e f g h



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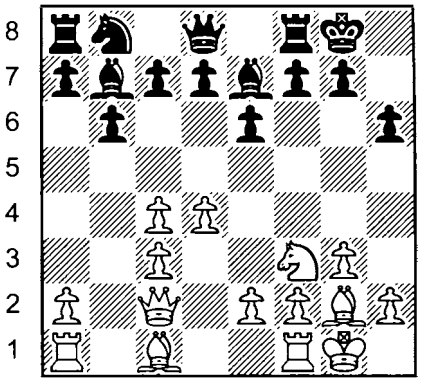

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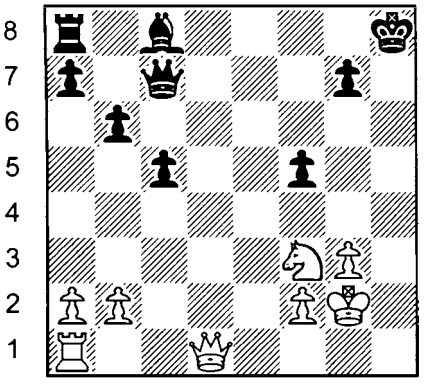
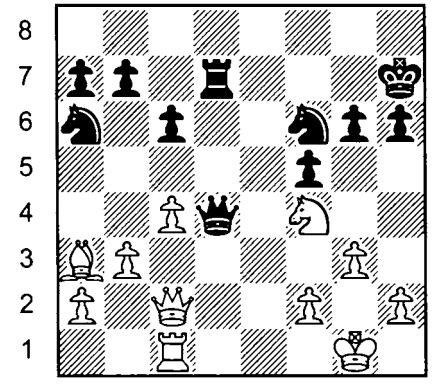
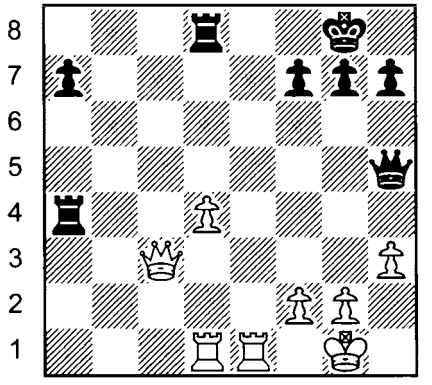


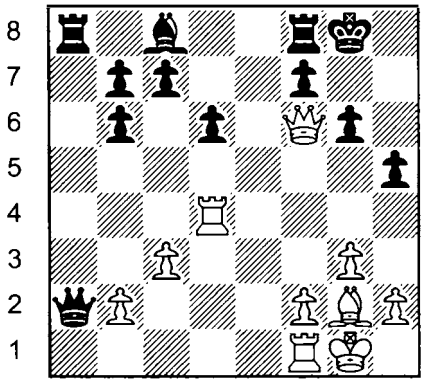
❻ a b c d e f g h



❼ a b c d e f g h



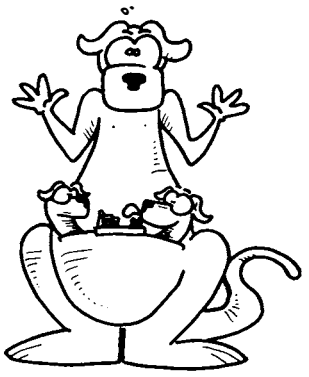
❽ a b c d e f g h



❾ a b c d e f g h

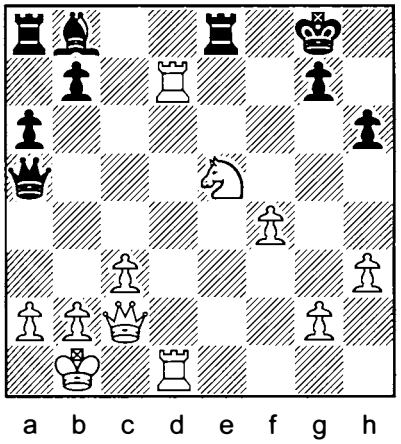
Switcheroos

31



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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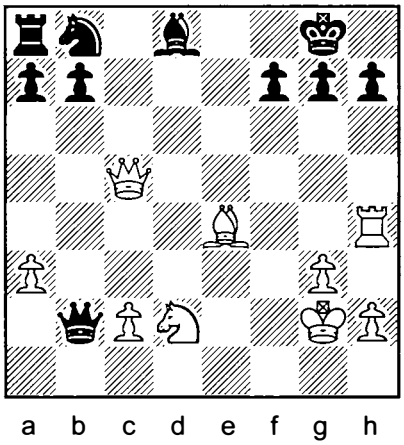

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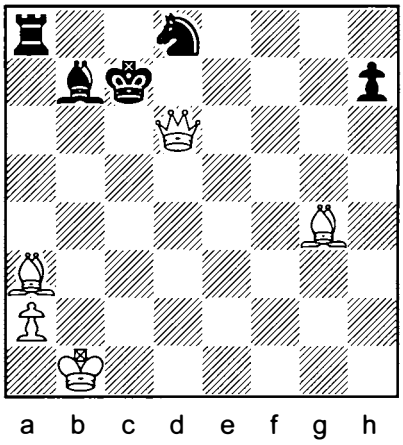
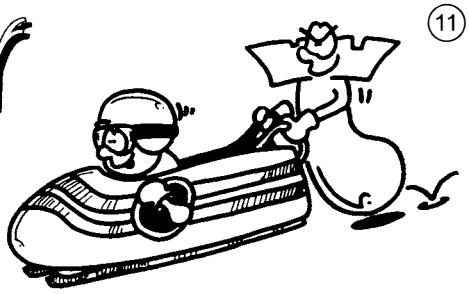


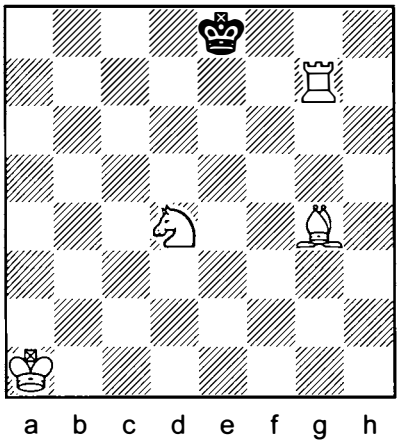
DOUBLE WHAMMY

11



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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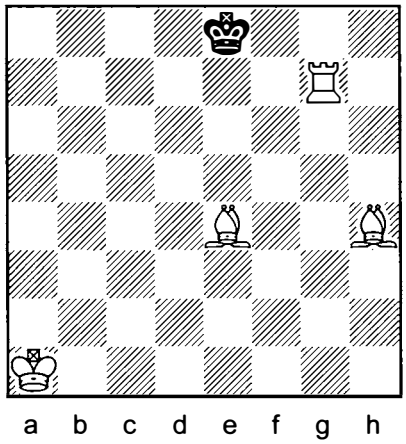

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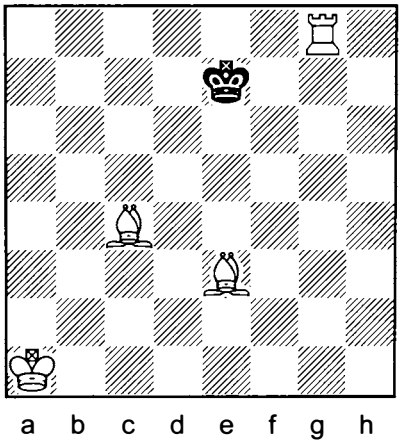
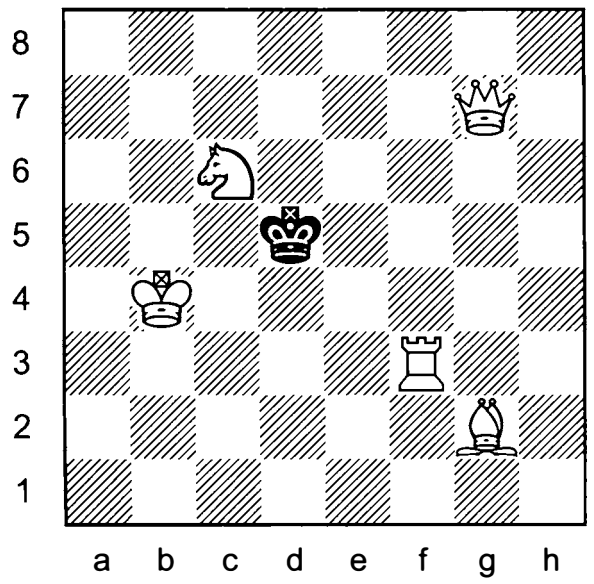


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

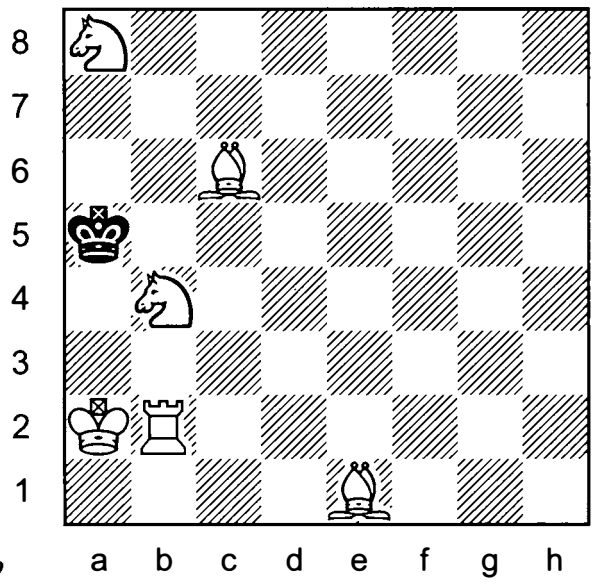
KIRIL'S KONTEST 61

❶



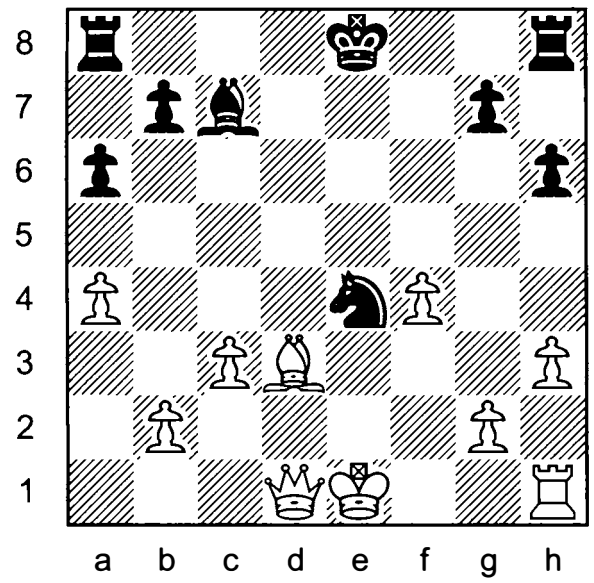
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

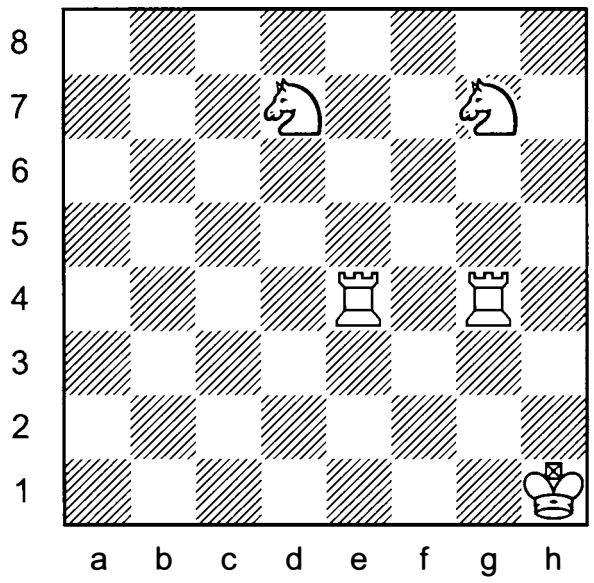
❸



ROOK MAZE IN 18

Only the white rook moves. Capture the black king in eighteen moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

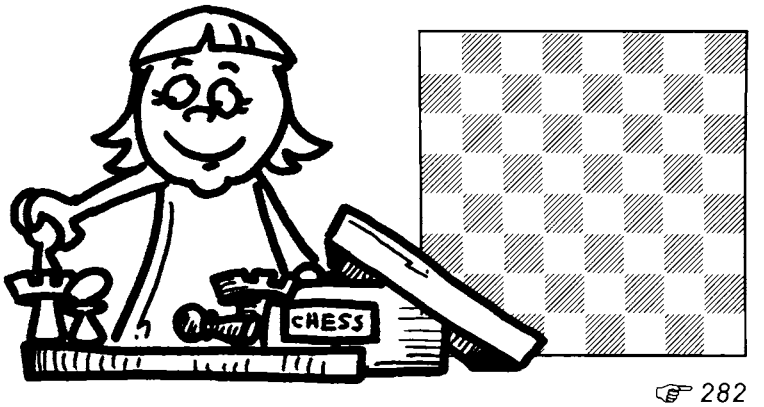
LILY'S PUZZLERS

MAXIMIZER #7

It's time to maximize again. With a board full of queens!

All of the positions must be legal. Ask yourself what black's last move was. Make sure that the black king was not in an impossible double check on the previous turn.

Good luck!



☞ 282

USING THE PIECES SHOWN BELOW, MAKE UP POSITIONS WITH THE MOST POSSIBLE "*MATES IN 1*".

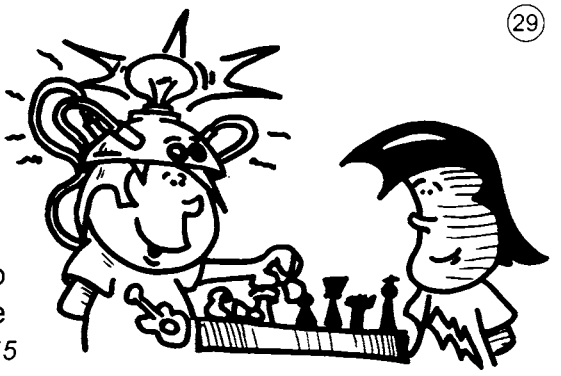
A. ♔ ♕ + 1 ♕ **D.** ♔ ♕ + 4 ♕'s **G.** ♔ ♕ + 7 ♕'s

B. ♔ ♕ + 2 ♕'s **E.** ♔ ♕ + 5 ♕'s **H.** ♔ ♕ + 8 ♕'s

C. ♔ ♕ + 3 ♕'s **F.** ♔ ♕ + 6 ♕'s **I.** ♔ ♕ + 9 ♕'s

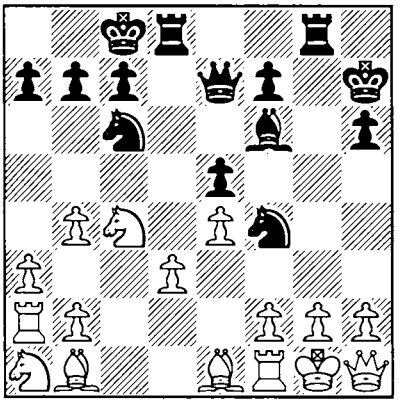
WHO'S THE GOOF?

29



Put on your thinking caps. Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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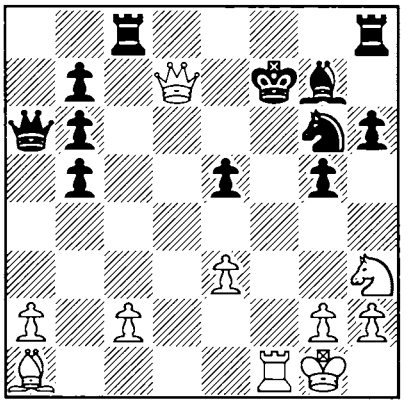

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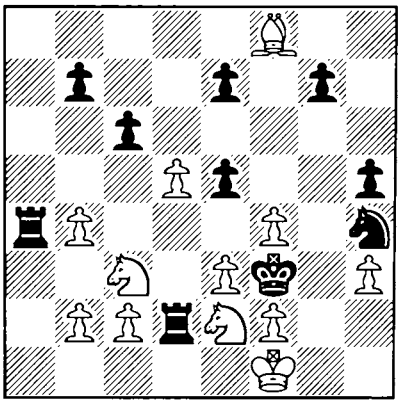
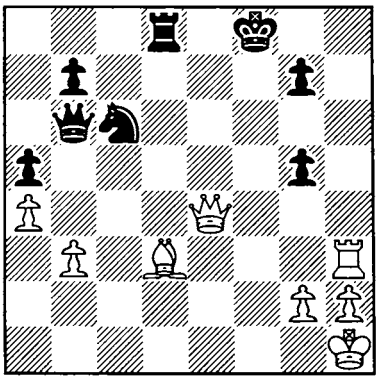


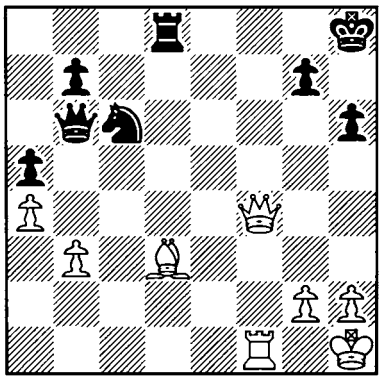
MATE in TWO #42

❶



a b c d e f g h

❷



a b c d e f g h

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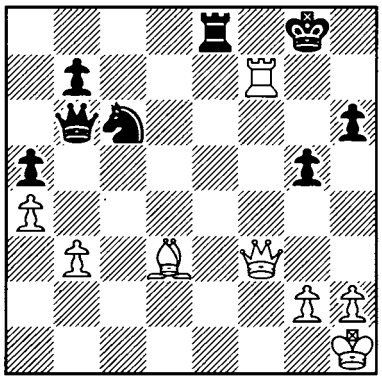

a b c d e f g h

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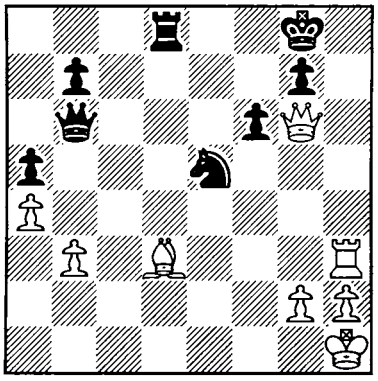

a b c d e f g h

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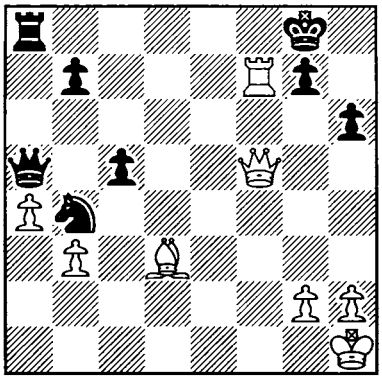

a b c d e f g h

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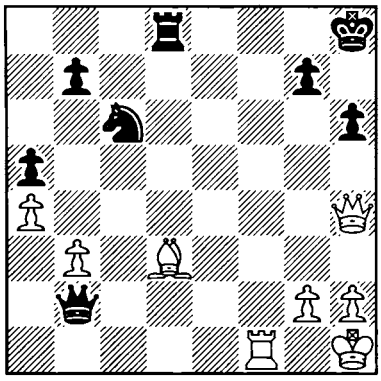

a b c d e f g h

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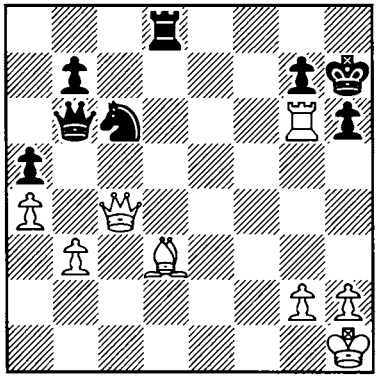

a b c d e f g h

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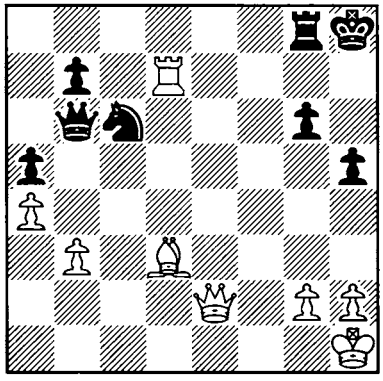

a b c d e f g h

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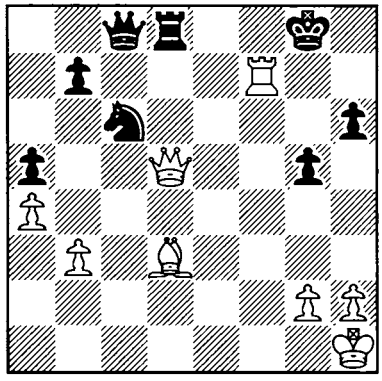
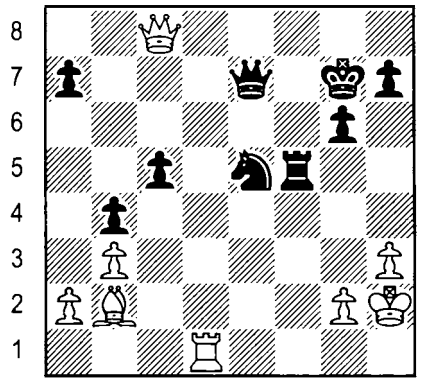


a b c d e f g h

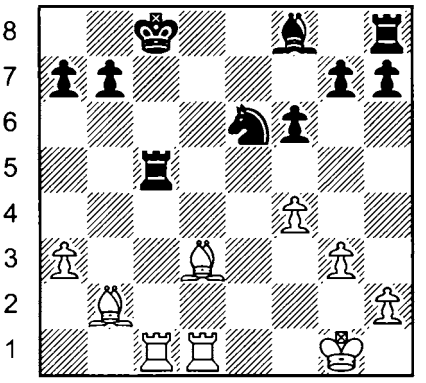
254 ☜ WHITE TO MOVE

TACTICS 101

WHITE TO MOVE **FIND the PINS** *WIN MATERIAL*



❶ a b c d e f g h



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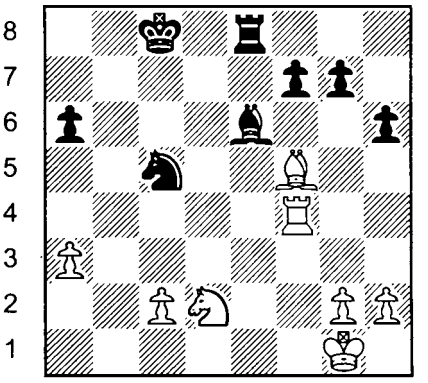

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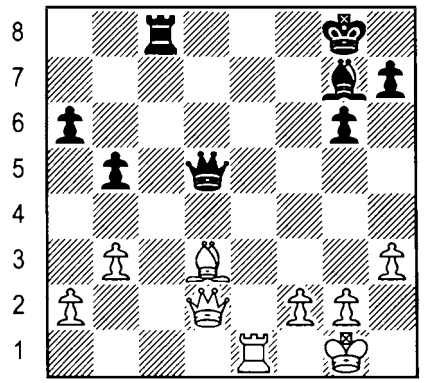
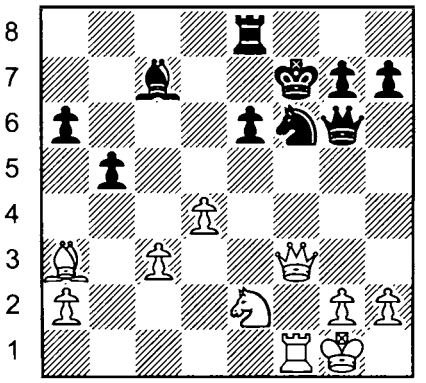


❹ a b c d e f g h



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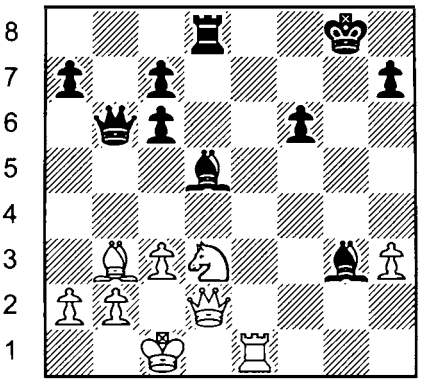

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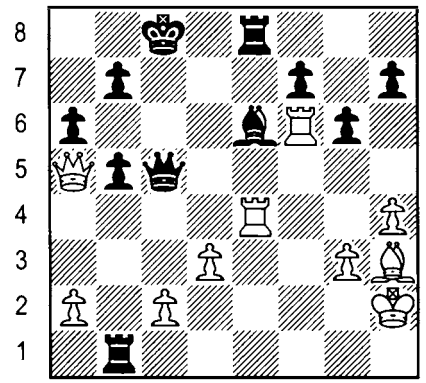

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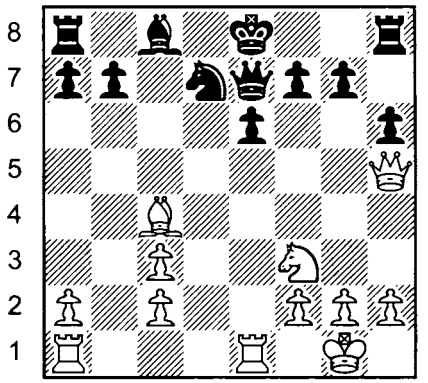

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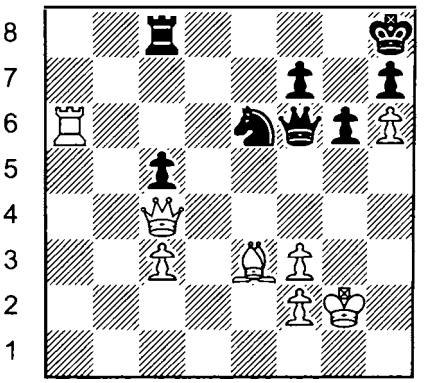


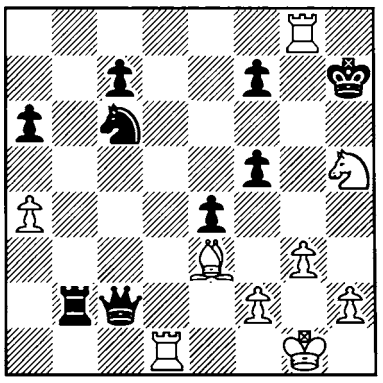
❾ a b c d e f g h

CHECKOLOGY 2

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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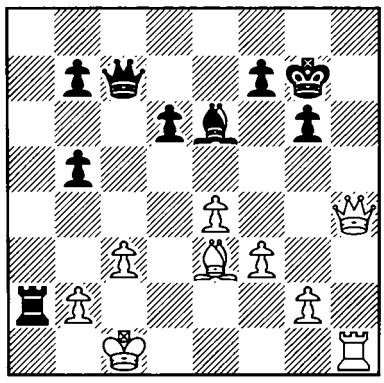

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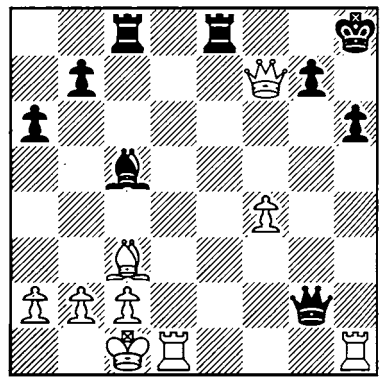
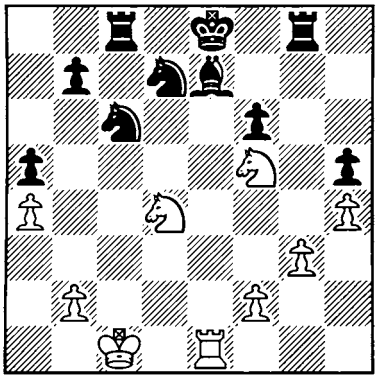


MATE in 2

❹



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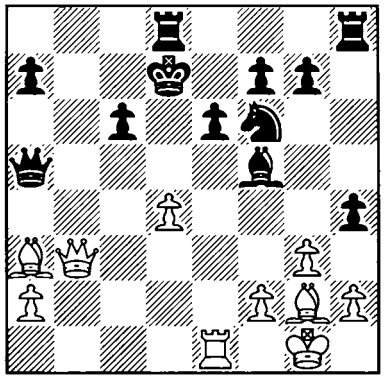

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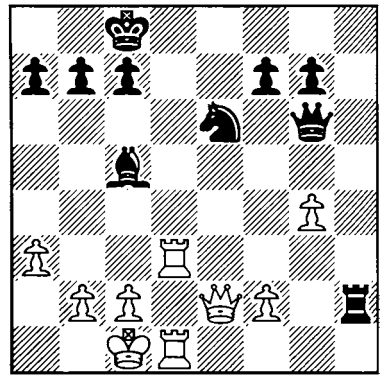
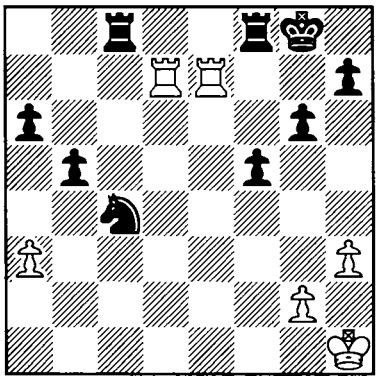


MATE in 3

❼



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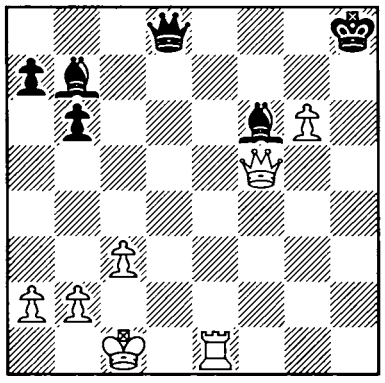

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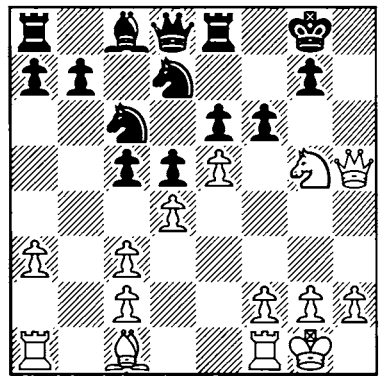
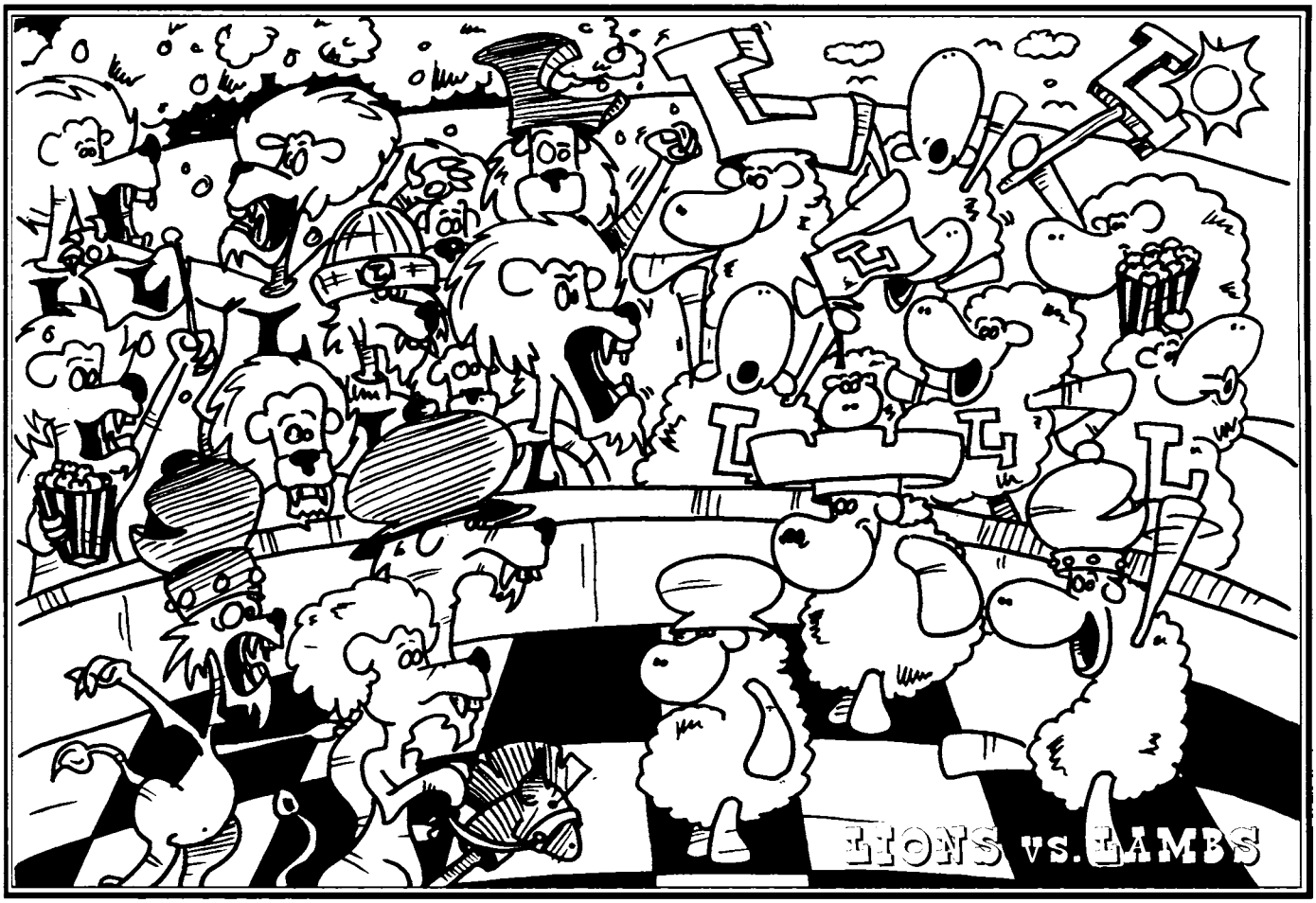
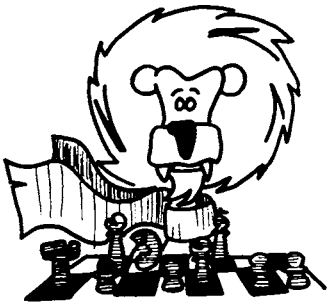


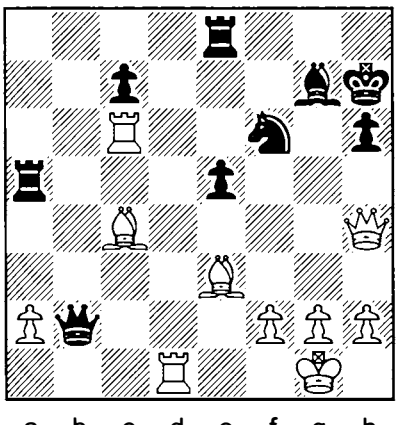


HELPMATES (22)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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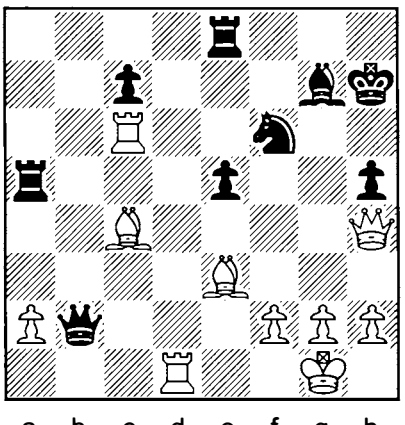
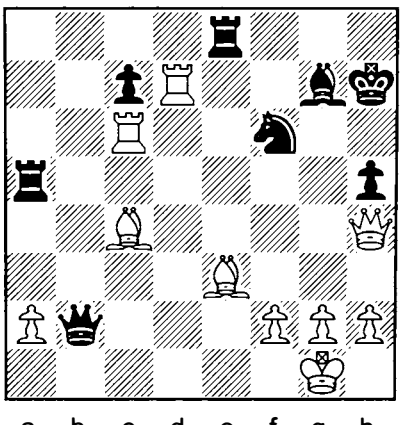


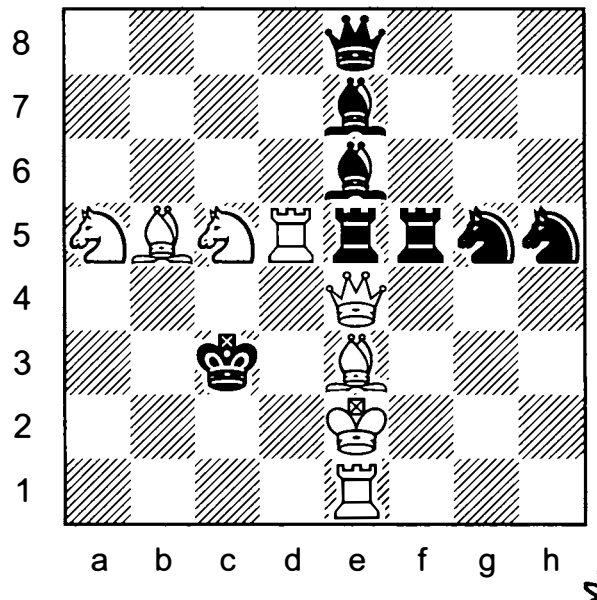
❸



FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

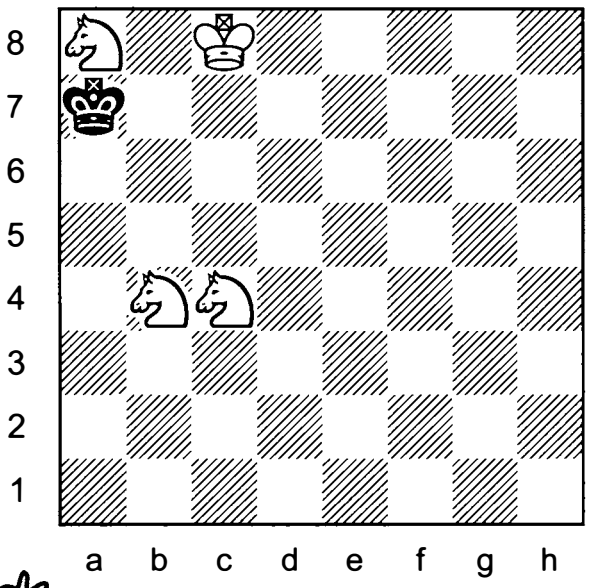
KIRIL'S KONTEST 62

❶



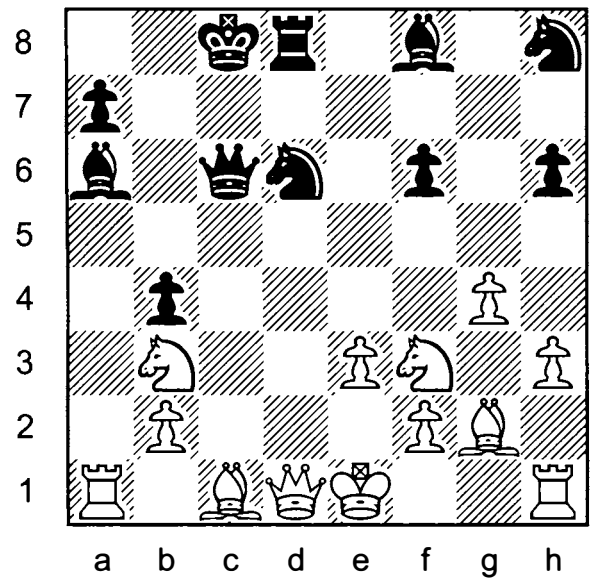
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

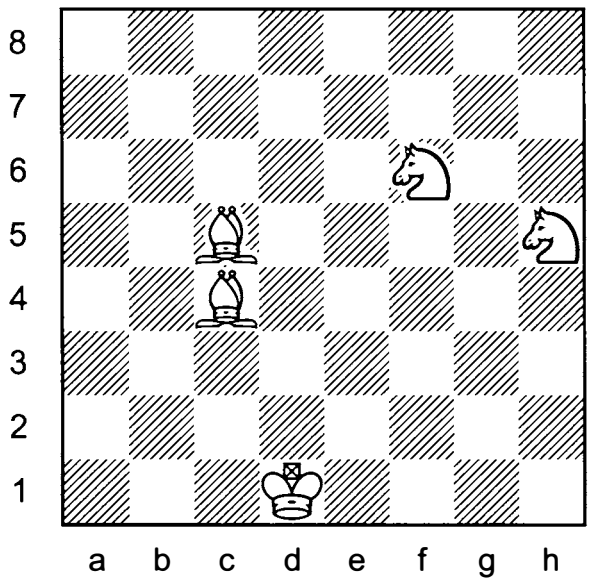
❸



QUEEN MAZE IN 12

Only the white queen moves. Capture the black king in twelve moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

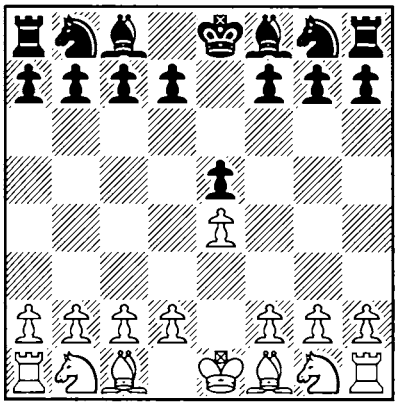
LILY'S PUZZLERS

RETRO #20

PROOF GAMES

Can you "prove" that these positions could be reached in a real game, after each player has made exactly 4 moves? Good luck! ☞ 295

24



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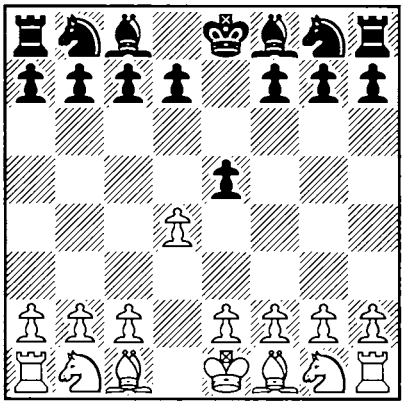
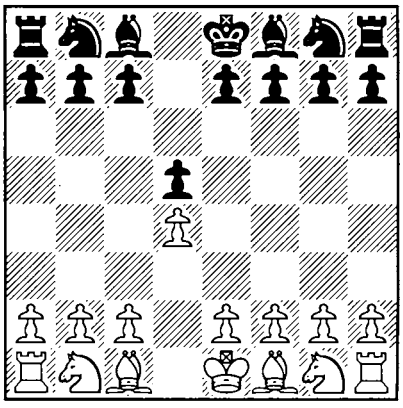


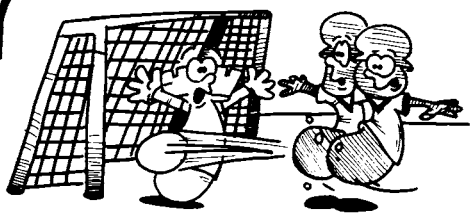
26



EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN. WHAT WERE THE MOVES?

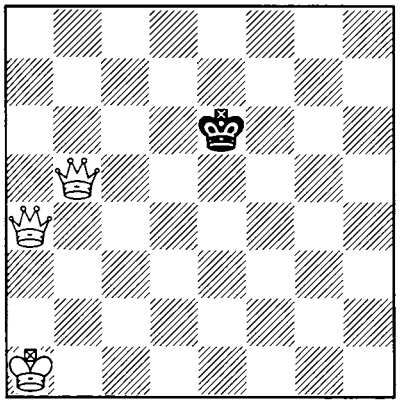
DOUBLE WHAMMY

(12)



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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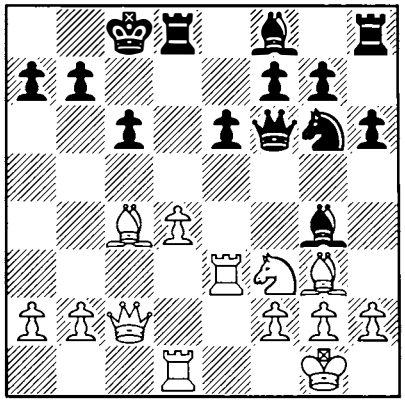

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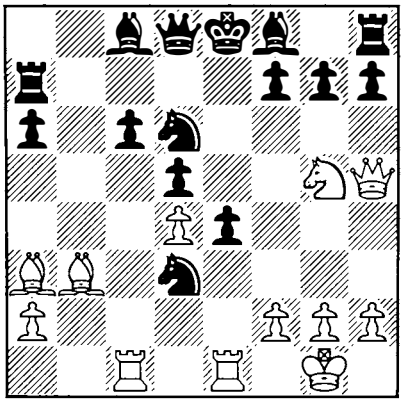
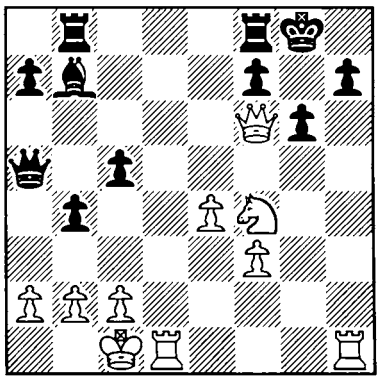


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

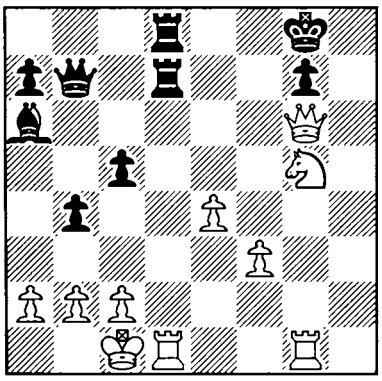
MATE in TWO #43

❶



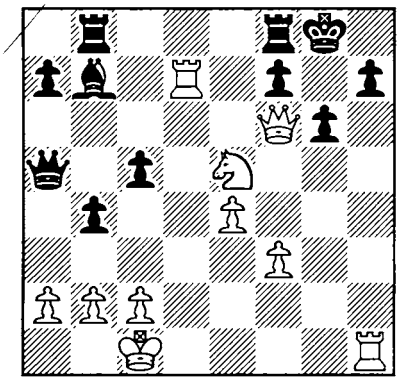
a b c d e f g h

❷



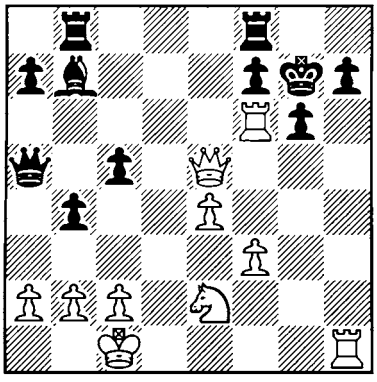
a b c d e f g h

❸



a b c d e f g h

❹



a b c d e f g h

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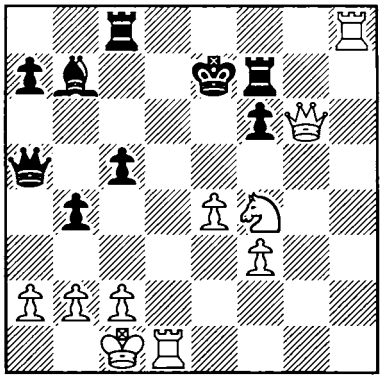
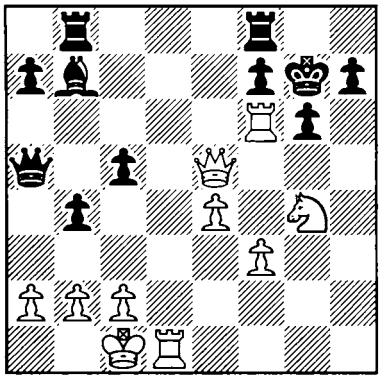


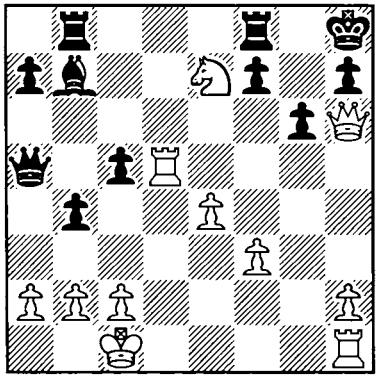
a b c d e f g h

❻



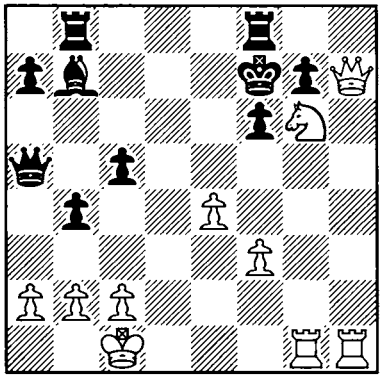
a b c d e f g h

❼



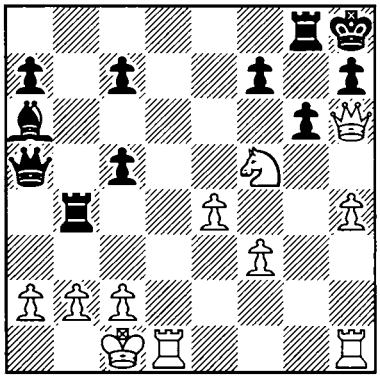
a b c d e f g h

❽



a b c d e f g h

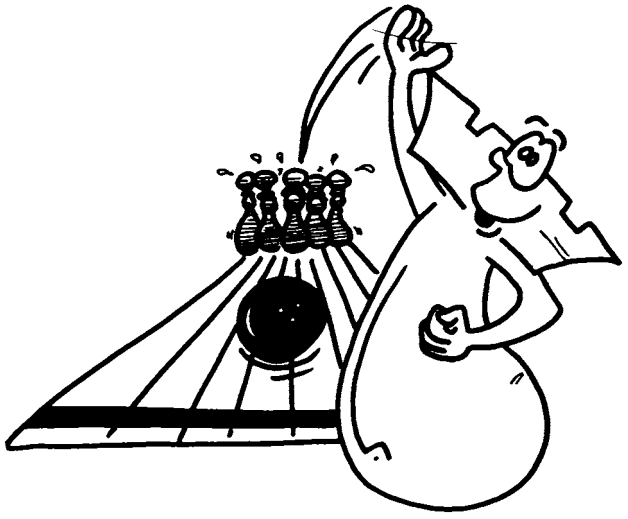
❾

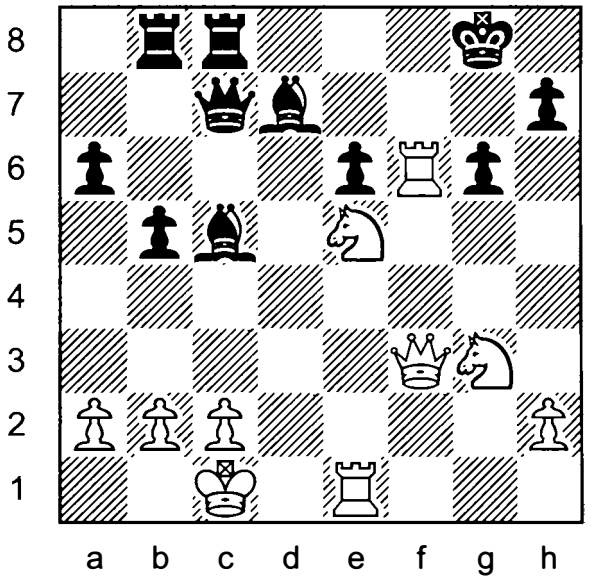


a b c d e f g h

COMBO MOMBO!!

SPOTLIGHT ON
LINE CLEARANCE

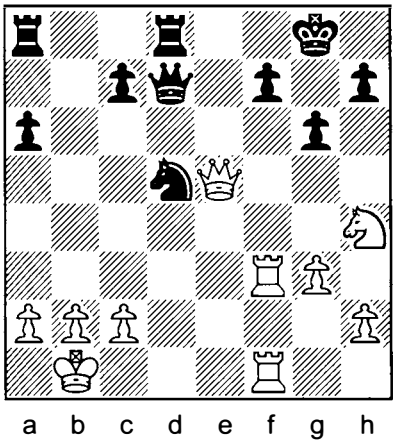




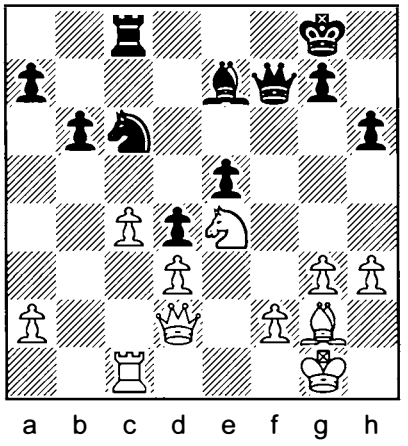
In some positions, our own pieces get in each other's way. When that happens, we can sometimes win by sacking a piece to open a line of attack.

♚ Black has a rook and queen lined up on the c-file, aiming at c2. Only the black bishop stands in the way. That's the cue for a *clearance* sacrifice. 1...Be3+! opens the c-file and forces checkmate after 2.Qxe3 Qxc2# or 2.Kb1 Qxc2+ 3.Ka1 Qc1+ 4.Rxc1 Rxc1#.

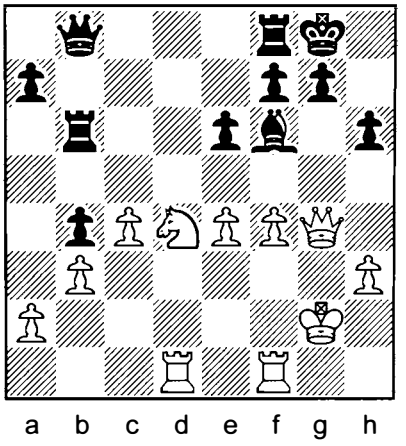
♔ White to play mates in 3 by clearing the queen's path to f7. The winning combo is 1.Rxg6+! hxg6 2.Qf7+ Kh8 3.Nxg6#. (1...Kh8 permits 2.Nf7# or 2.Qf6#.)



❶ BLACK TO MOVE
Mate in 4



❷ WHITE TO MOVE
Win Material



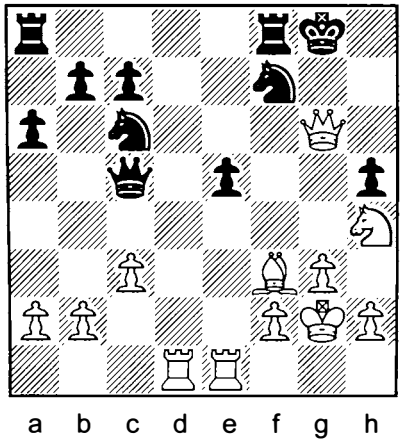
❸ BLACK TO MOVE
Win Material

Switcheroos

32

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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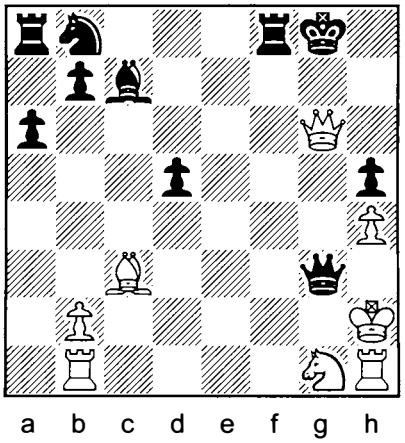

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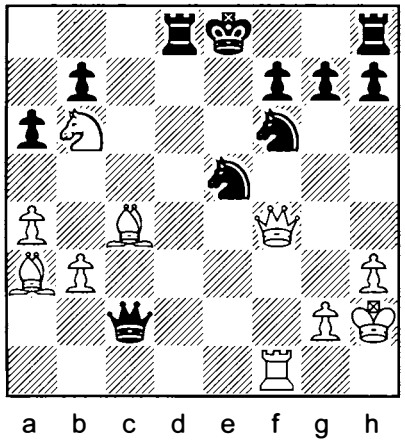


CHESS-O-WORD

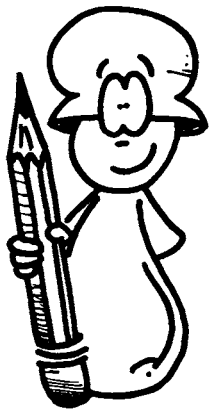
46

BE PRACTICAL. PLAY TACTICAL!

In this word search, you are looking for tactical terms used in chess.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be four letters not circled. Unscramble those 4 letters to answer the riddle.

TACTICS
ATTACK
DEFEND
COMBO
SACRIFICE
GAMBIT
TEMPO
TRADE
THREAT
CAPTURE
TAKE
FORK
PIN
XRAY
SKEWER
DISCOVERY
DOUBLE
CHECK
AMBUSH
TRAP
MATE



C O M B O P M E T E
E D A R T C H E C K
P T I B M A G I V E
R A A S P O F D C L
E C R E C I E N A B
W T X T R O N E P U
E I R C T H V F T O
K C A T T A T E U D
S S Y F O R K D R M
H S U B M A T E E Y

RIDDLE : ***What should a chess player do every turn?***

_ _ _ _

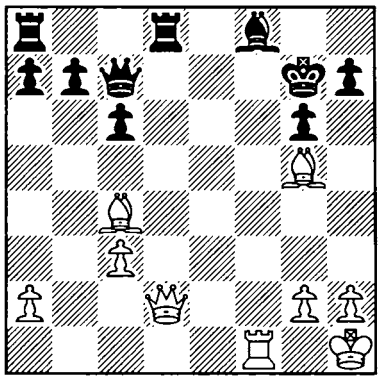
☞ 303

CHECKOLOGY 3

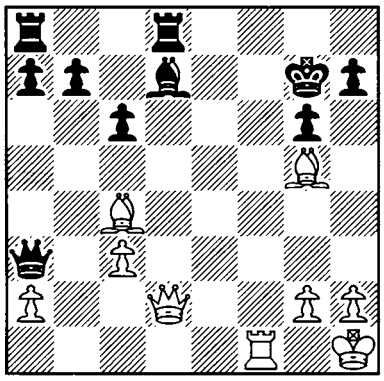
TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



❷



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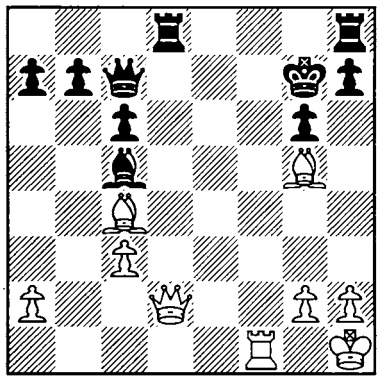
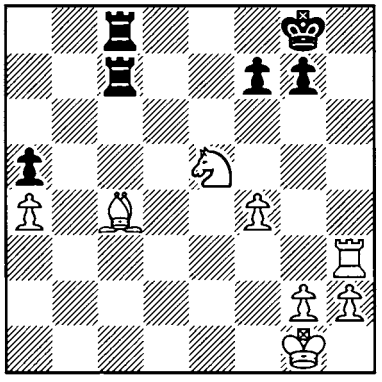


❹

MATE in 2



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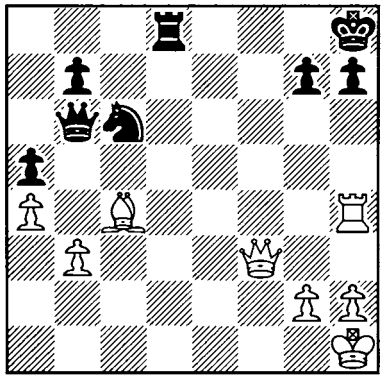

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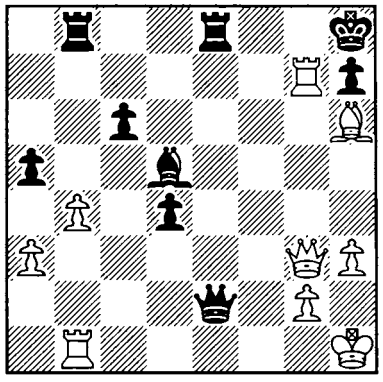
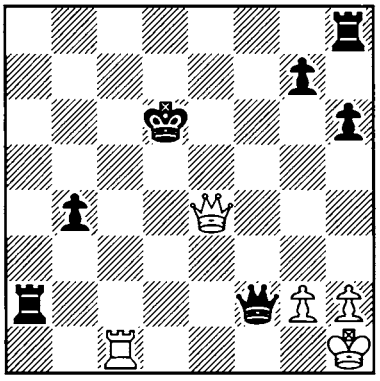
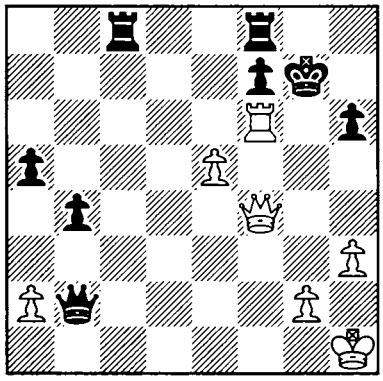


❼

MATE in 3



❽



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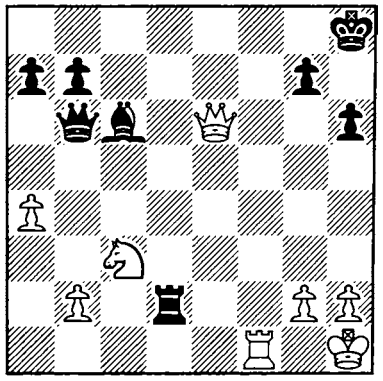
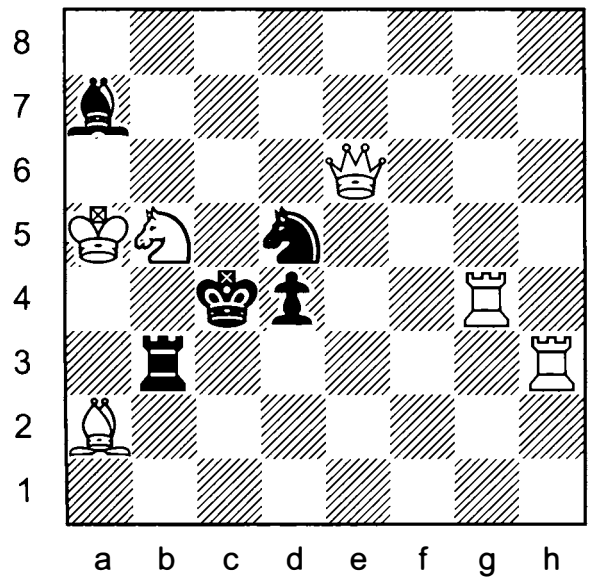


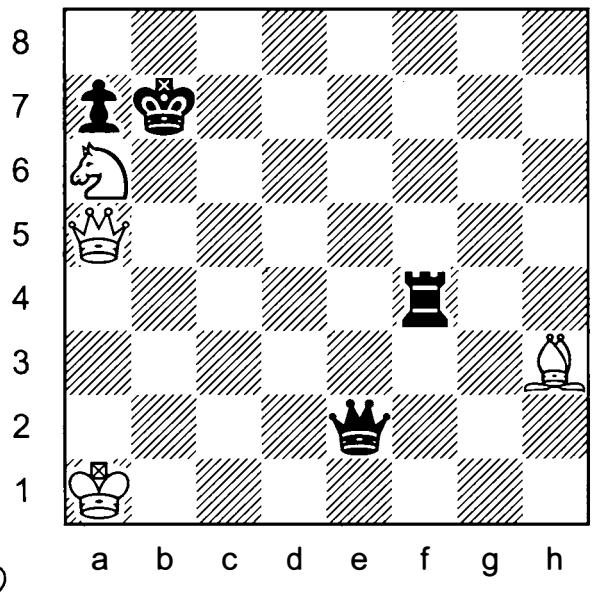
KIRIL'S KONTEST 63

❶

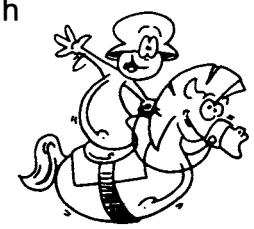


WHITE TO MATE IN 1

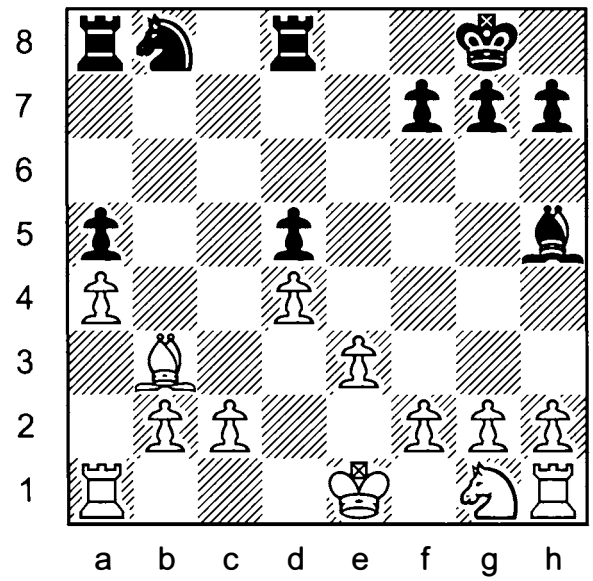
❷



WHITE TO MATE IN 2



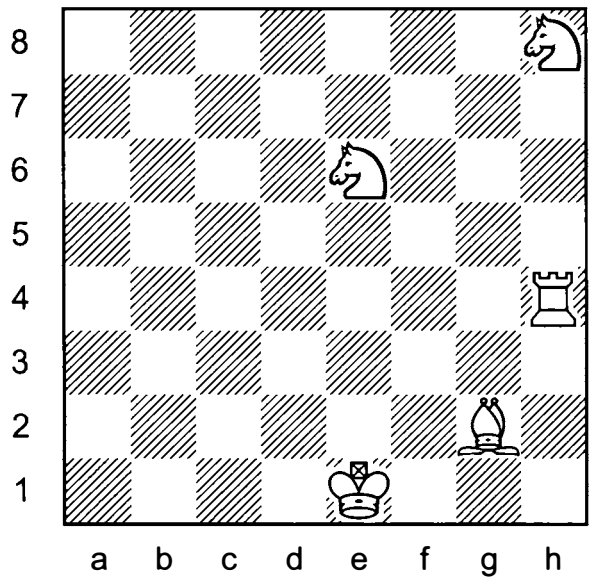
❸



KNIGHT MAZE IN 13

Only the white knight moves. Capture the black king in thirteen moves or less, without taking any pieces or moving where the knight can be taken.

❹

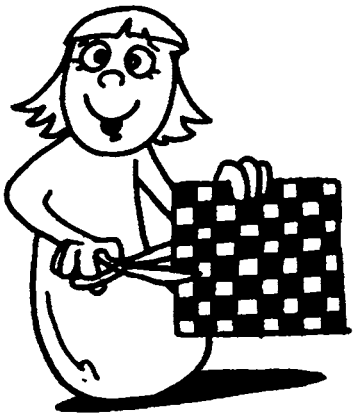


TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

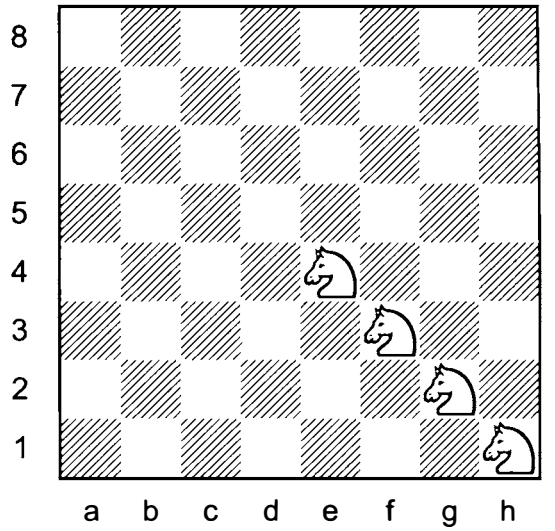
LILY'S PUZZLERS



Here is another Sam Loyd puzzle. It's a real stumper.

You don't need scissors. Just draw lines on the board to show the "cuts".

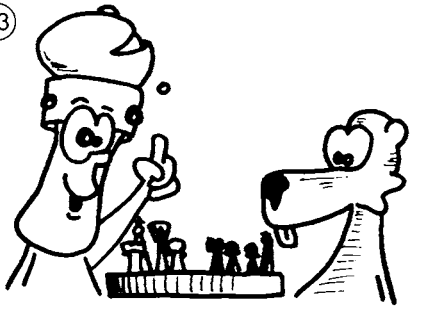
The board must be split into four parts that are all exactly the same size and shape. Plus, there has to be one knight on each of the 4 parts. Good luck! ☞ 279



CUT THE BOARD INTO FOUR IDENTICAL PARTS SO THAT EACH PART HAS ONE KNIGHT ON IT

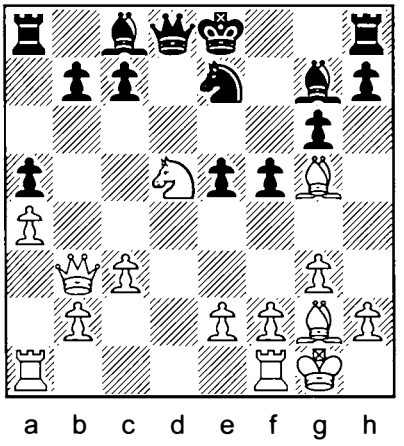
HELPMATES

(23)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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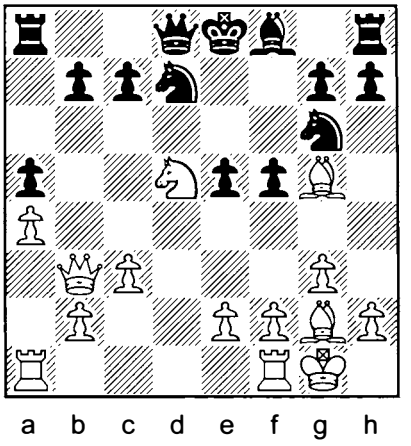

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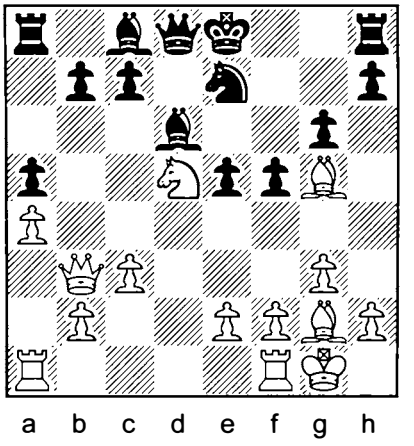
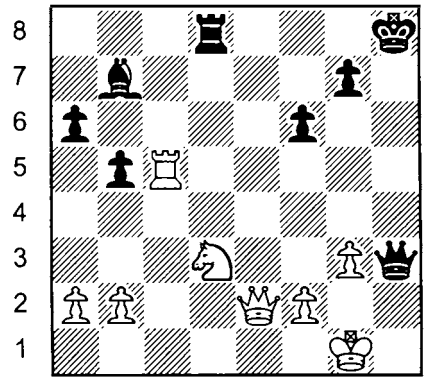


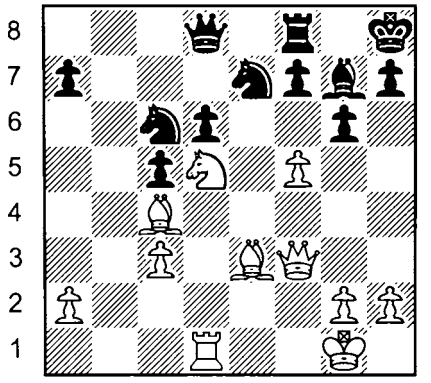
FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

TACTICS 101

WHITE TO MOVE **FIND the FORKS** *WIN MATERIAL*



❶ a b c d e f g h



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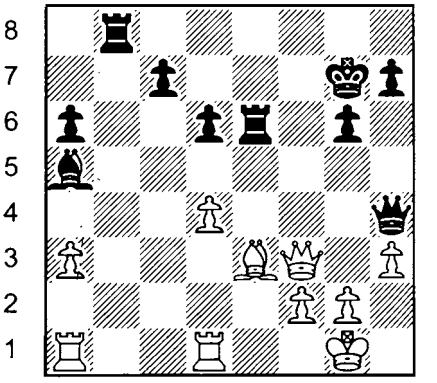

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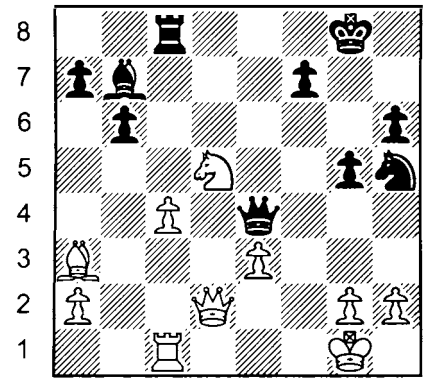

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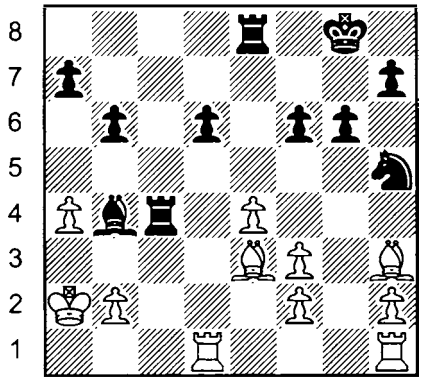

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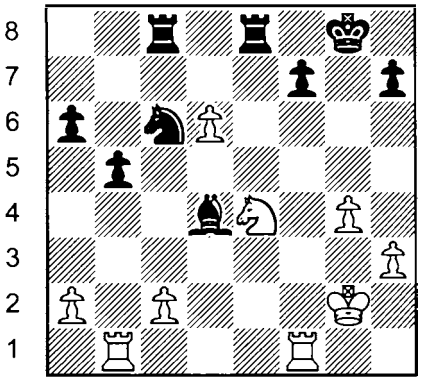

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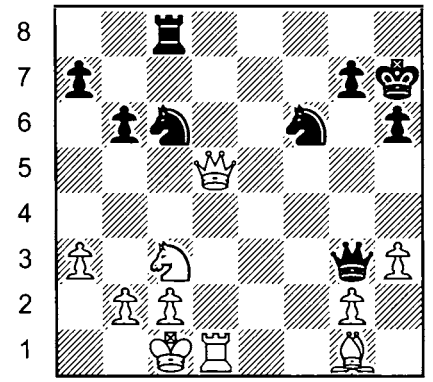

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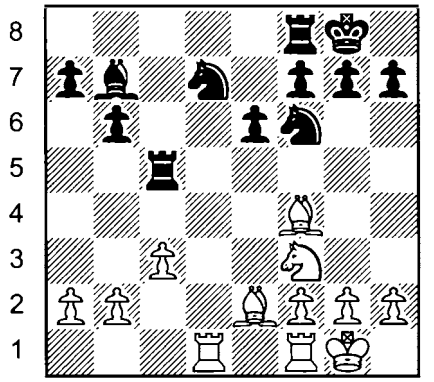

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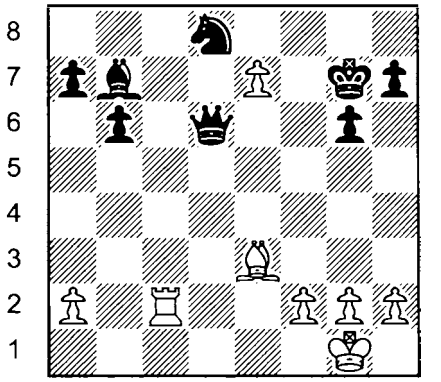
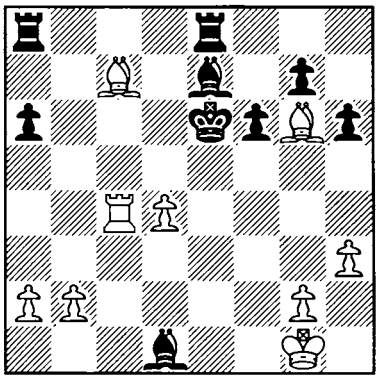


❾ a b c d e f g h

MATE in TWO #44

❶



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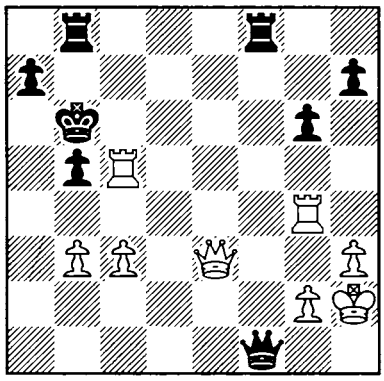

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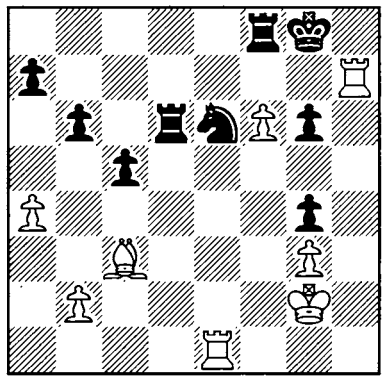

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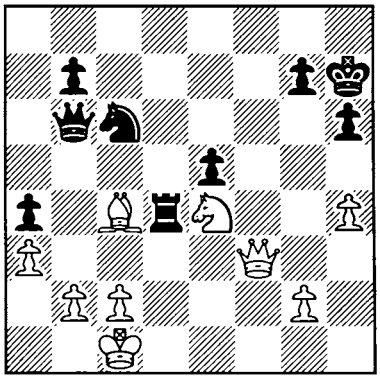

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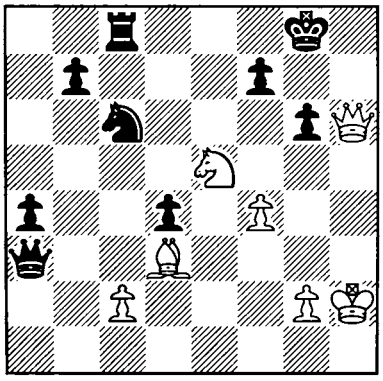

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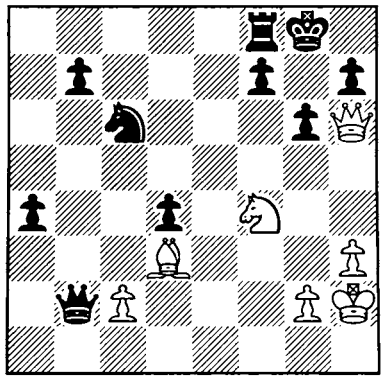

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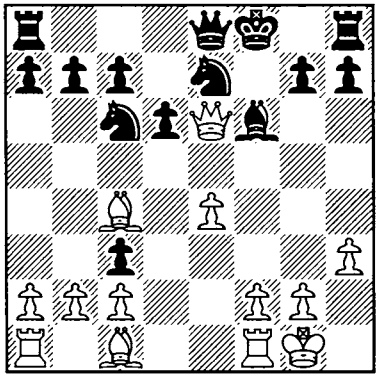

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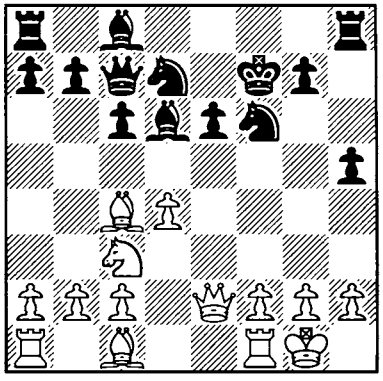

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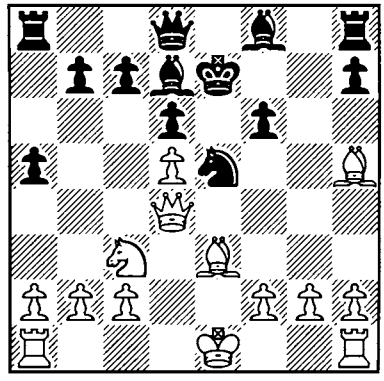
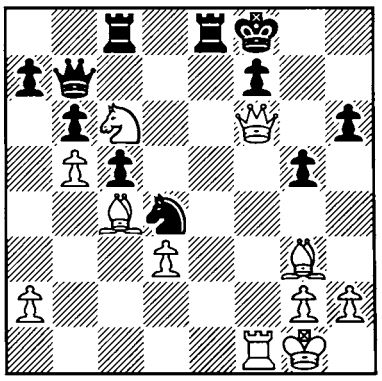


CHECKOLOGY 4

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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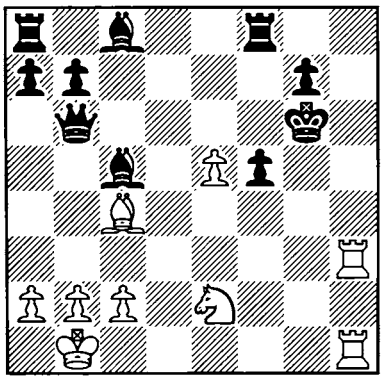

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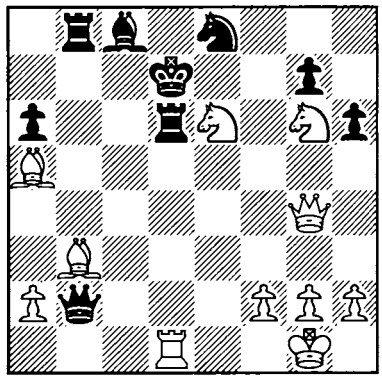
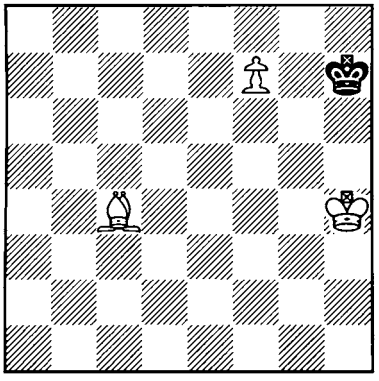


MATE in 2

❹



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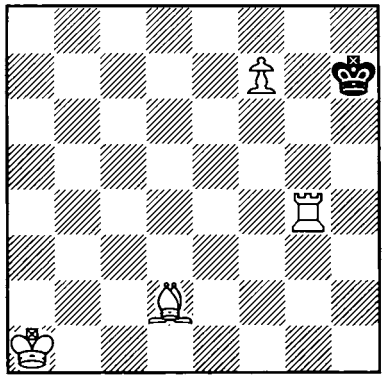

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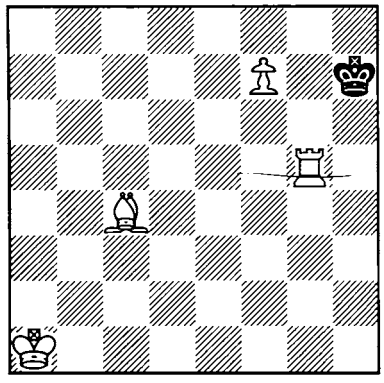
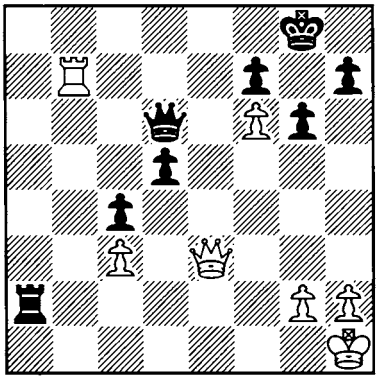


MATE in 3

❼



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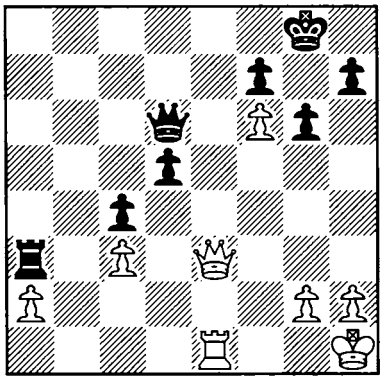

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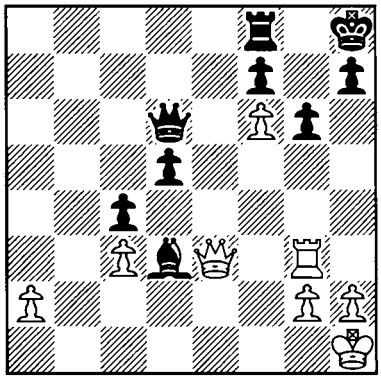
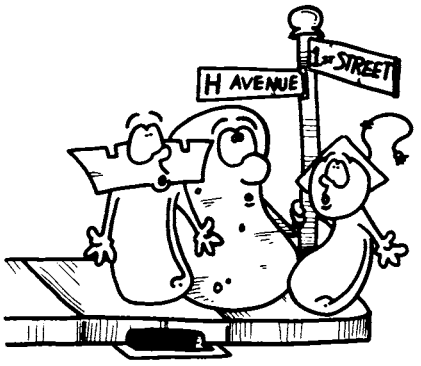


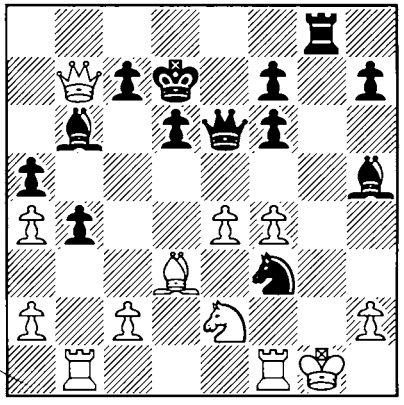
WHO'S THE GOOF?



30

Hey there, wisenheimers! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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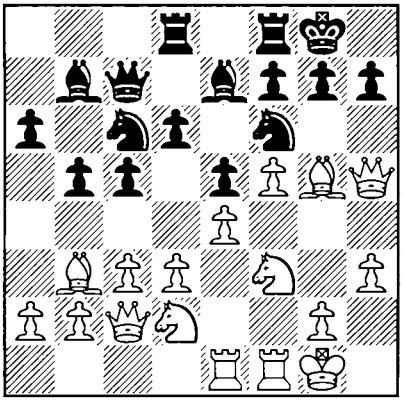

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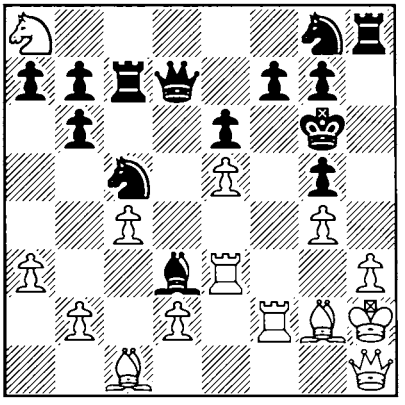
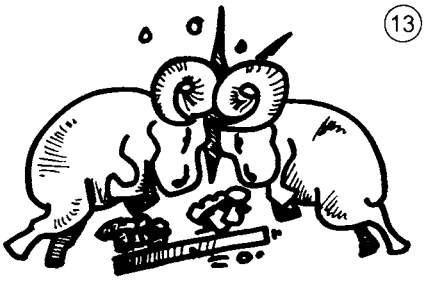


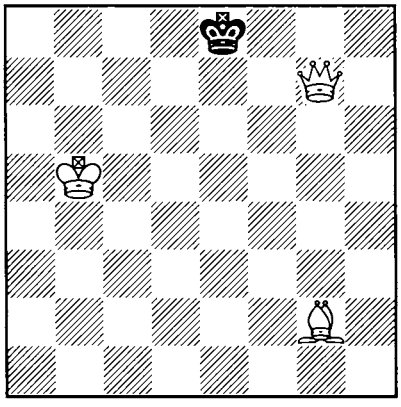
DOUBLE WHAMMY



13

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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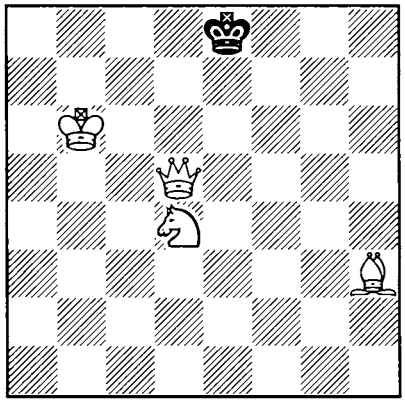

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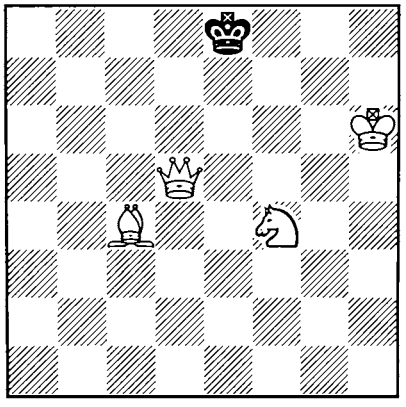
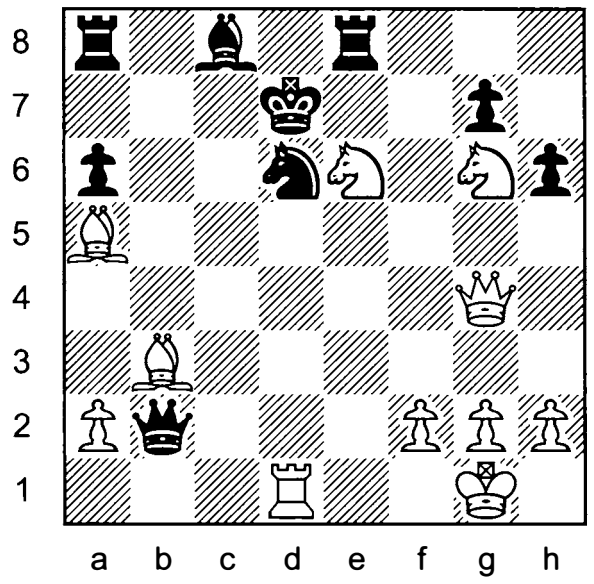


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

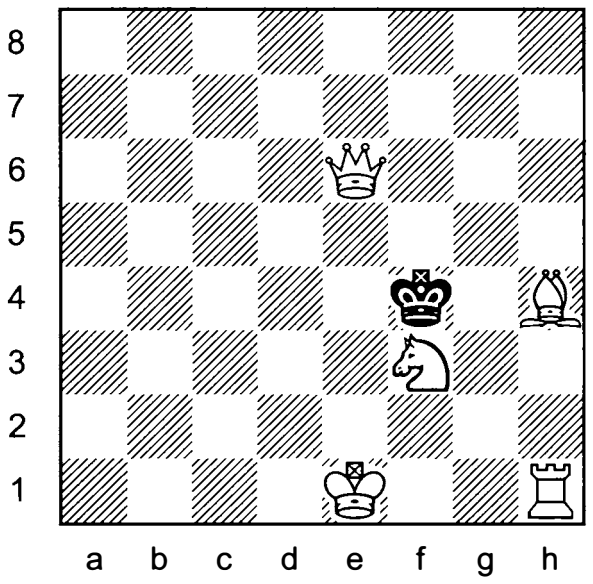
KIRIL'S KONTEST 64

❶



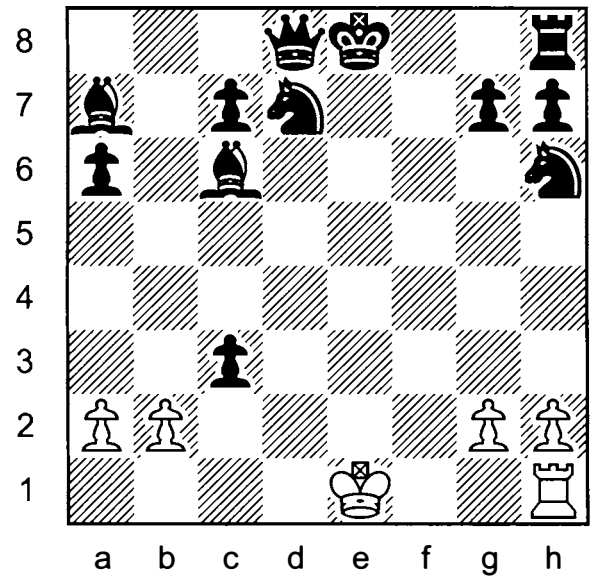
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

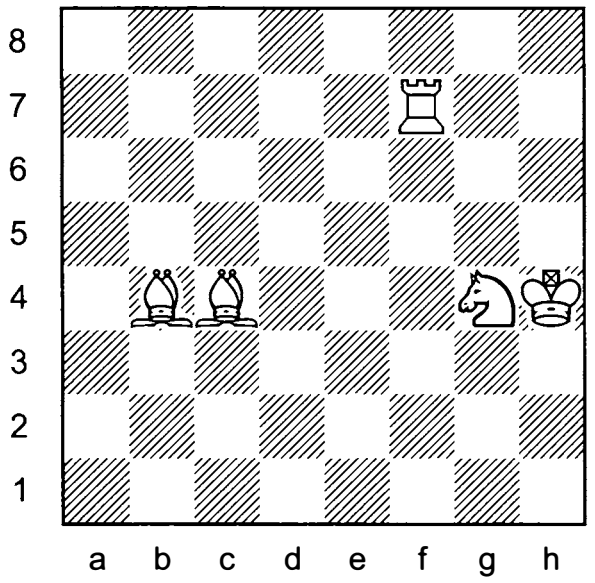
❸



ROOK MAZE IN 14

Only the white rook moves. Capture the black king in fourteen moves or less, without taking any pieces or moving where the rook can be taken.

❹



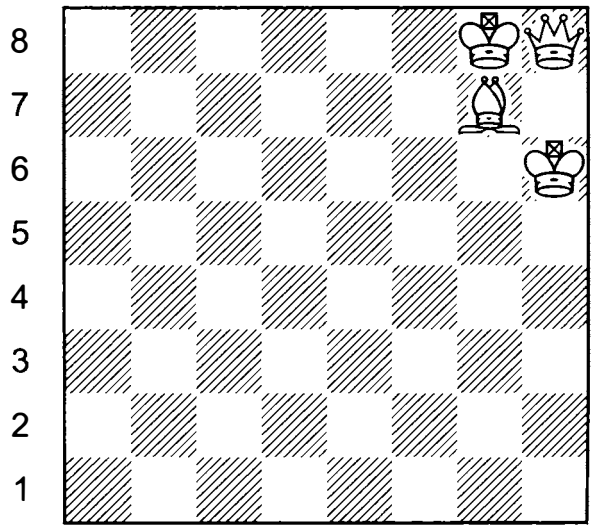
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS

RETRO #21



❶

TRICK OR TREAT!

Hello, friends. Here's a special treat for you. We call them "Halloween problems", and they are very tricky!

The chess pieces are all wearing grey costumes. You have to decide which ones are black and which ones are white. To do that, you will need to figure out which move was just played. In position #4, you will need to know the last two moves.

Good luck! ☞ 295

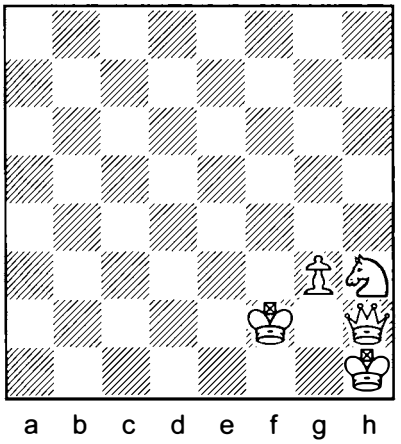
THE CHESS PIECES ARE DISGUISED!

WHICH ONES ARE WHITE?

WHICH ONES ARE BLACK?

WHAT WAS THE LAST MOVE?

❷



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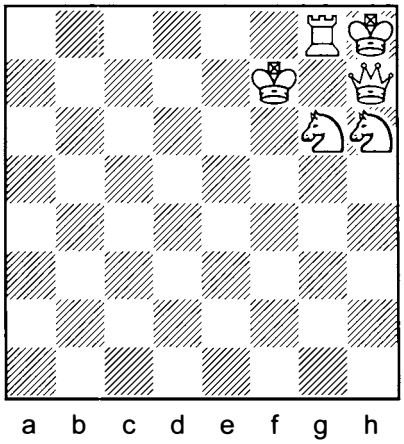

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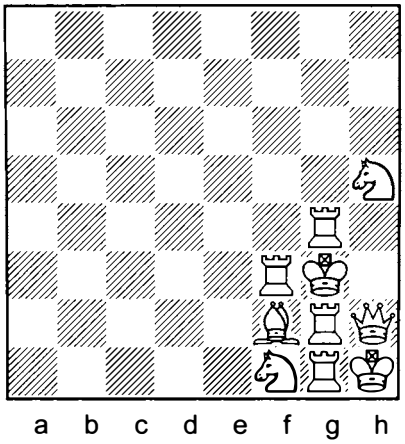
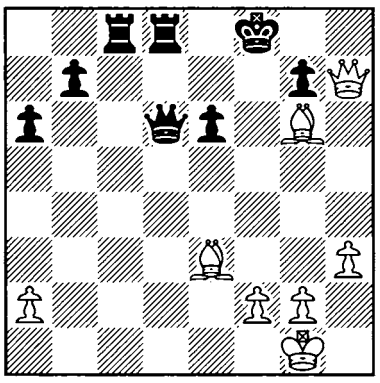


THE CHESS PIECES ARE DISGUISED! WHICH ONES ARE WHITE? WHICH ONES ARE BLACK? WHAT WAS THE LAST MOVE?

MATE in TWO #45

❶



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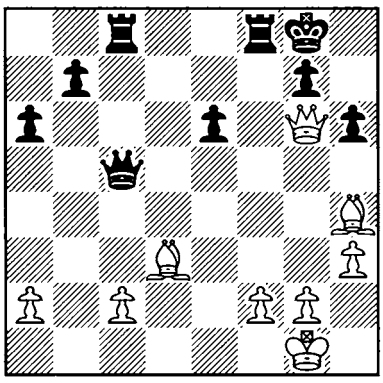
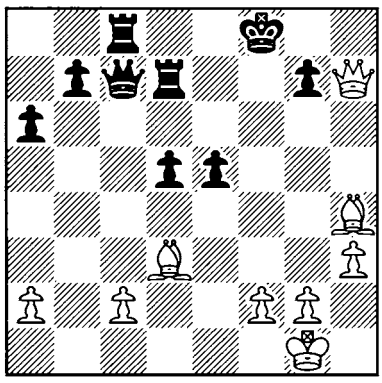
❷



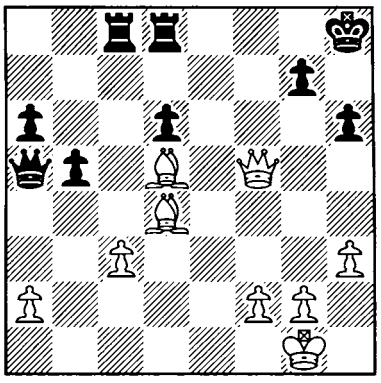
a b c d e f g h

❸



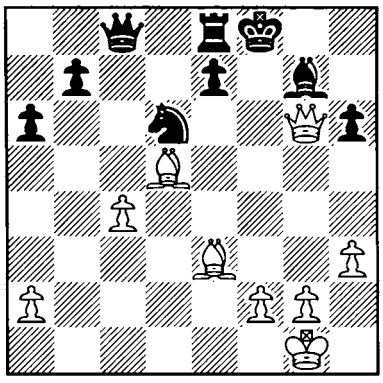
a b c d e f g h

❹



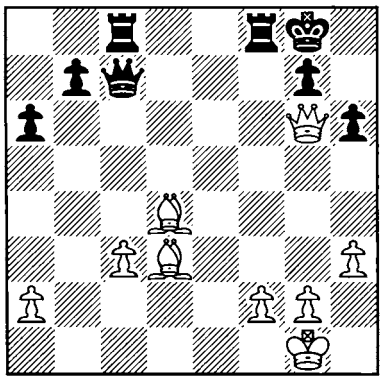
a b c d e f g h

❺



a b c d e f g h

❻



a b c d e f g h

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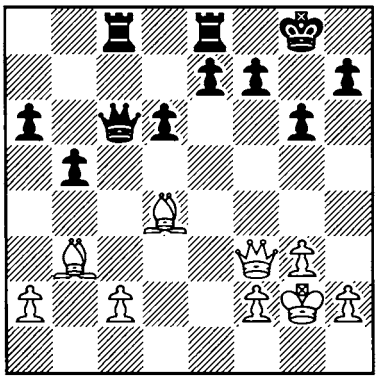
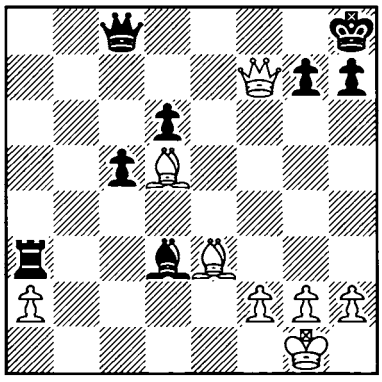


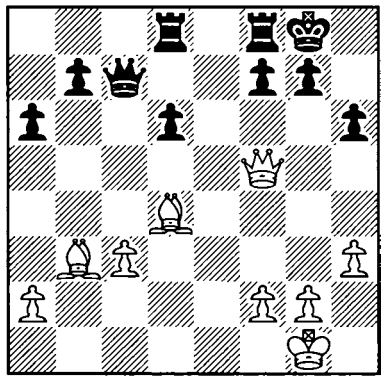
a b c d e f g h

❽



a b c d e f g h

❾

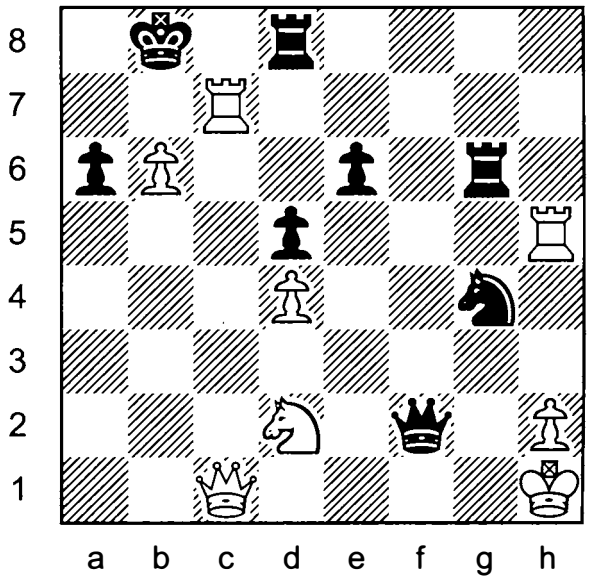


a b c d e f g h

254 ☜ WHITE TO MOVE

COMBO MOMBO !!

SPOTLIGHT ON SQUARE CLEARANCE

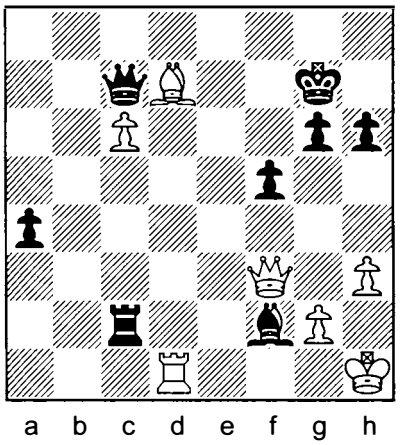


To *clear a square* means to move a piece off the square so another piece can go there. In a clearance combination, the piece that moves away sacrifices itself.

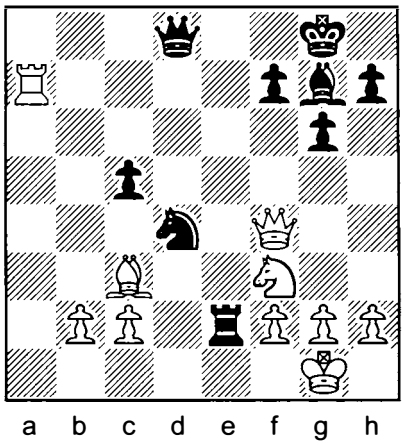
♔ White would like to play *Qc7+* but the white rook is already on that square. The sacrifice 1.Rb7+! clears the c7 square for the queen and forces mate. 1...Kxb7 2.Qc7+ Ka8 3.Qa7# (No better is 1...Ka8 2.Ra7+ Kb8 3.Qc7#.)

♚ Black to play wins by giving up their queen. 1...Qf3+! clears the f2 square for the knight. 2.Nxf3 Nf2#

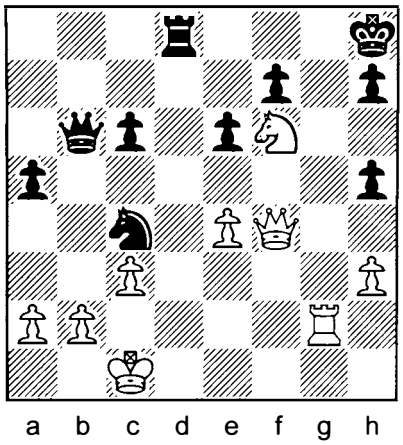
(Against 2.Kg1, black can choose between 2...Ne3+ 3.Rg5 Rxg5# or 2...Qh1+ 3.Kxh1 Nf2#.)



❶ WHITE TO MOVE
Win Material



❷ BLACK TO MOVE
Win Material



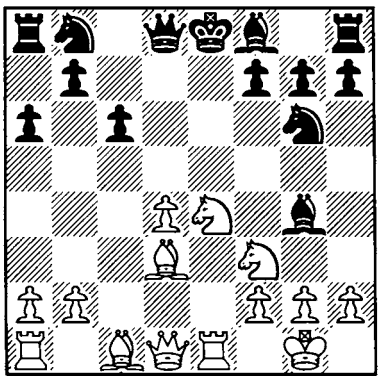
❸ WHITE TO MOVE
Win Material

CHECKOLOGY 5

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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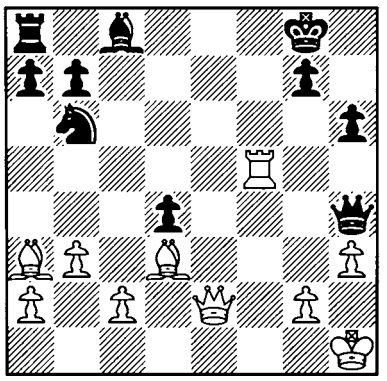

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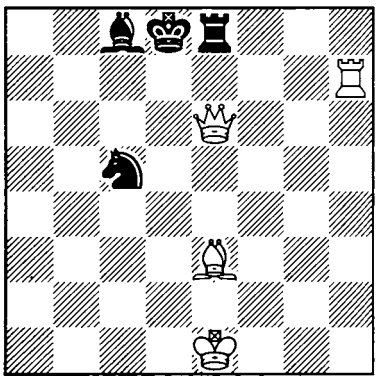
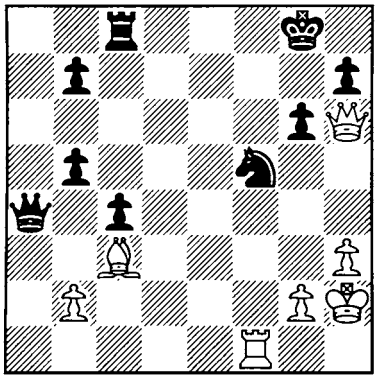


MATE in 2

❹



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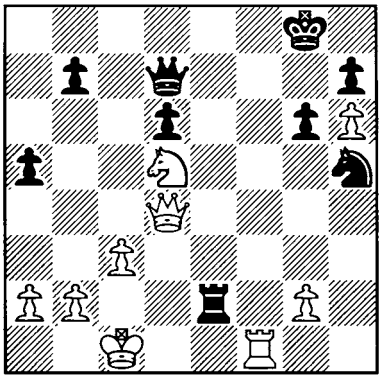

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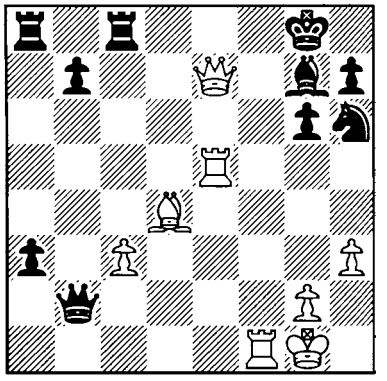
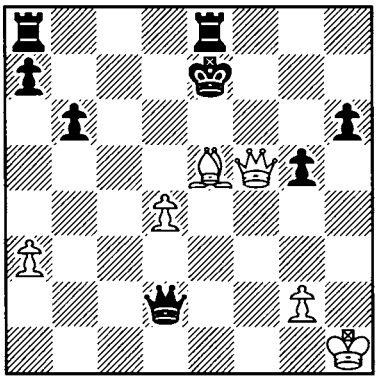


MATE in 3

❼



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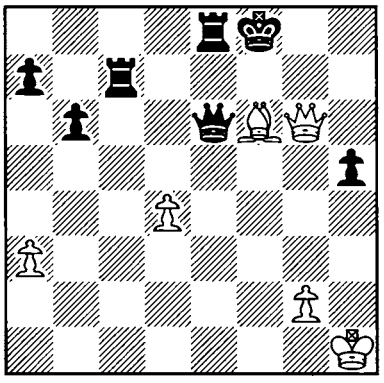

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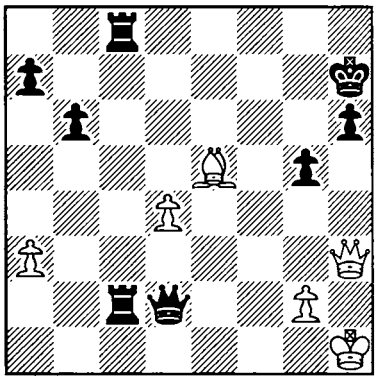
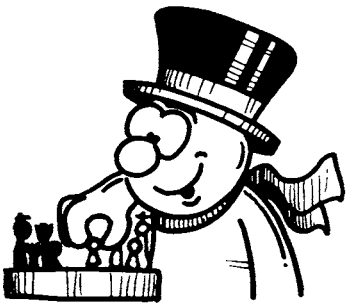


264 ☜ WHITE TO MOVE

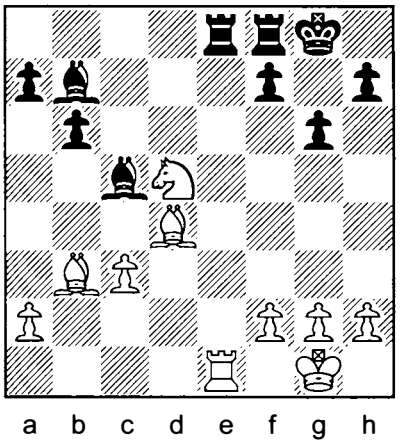
HELPMATES

(24)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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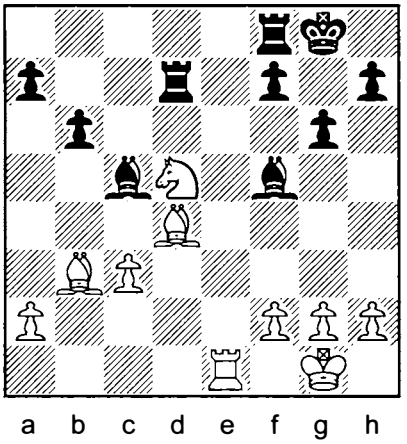

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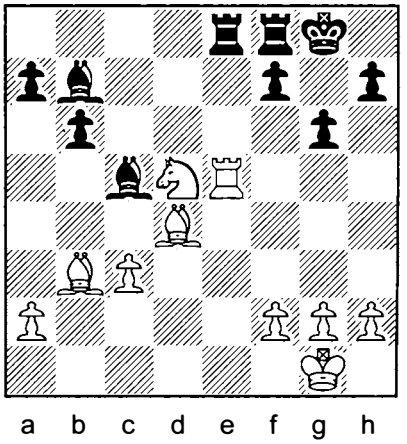


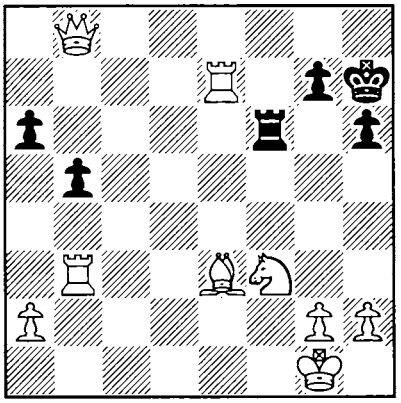
FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

Switcheroos

(33)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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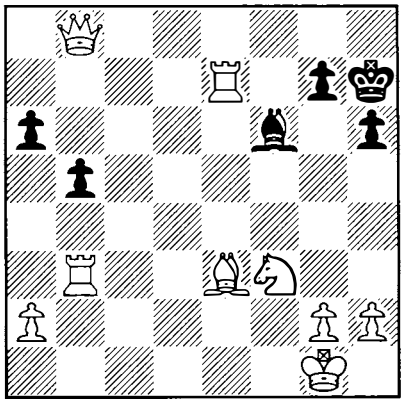

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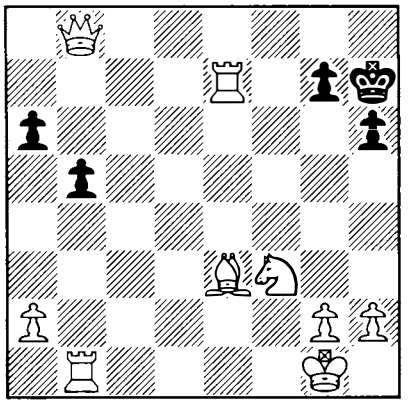
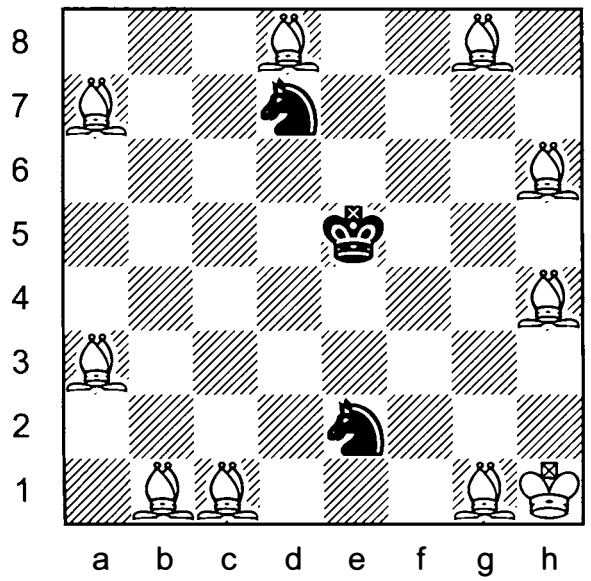


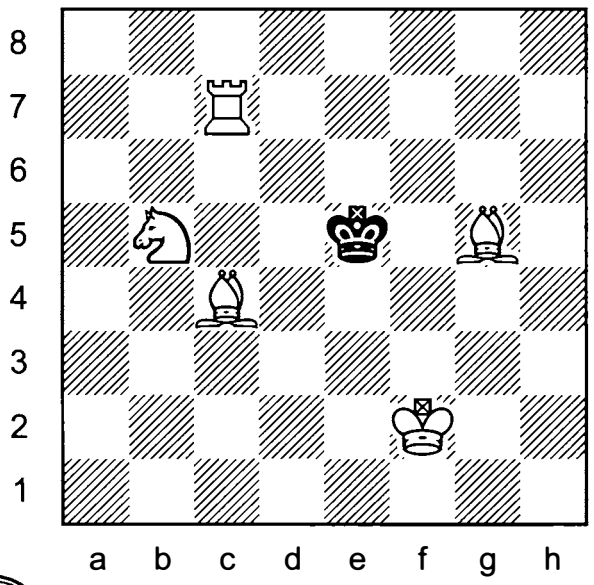
KIRIL'S KONTEST 65

❶



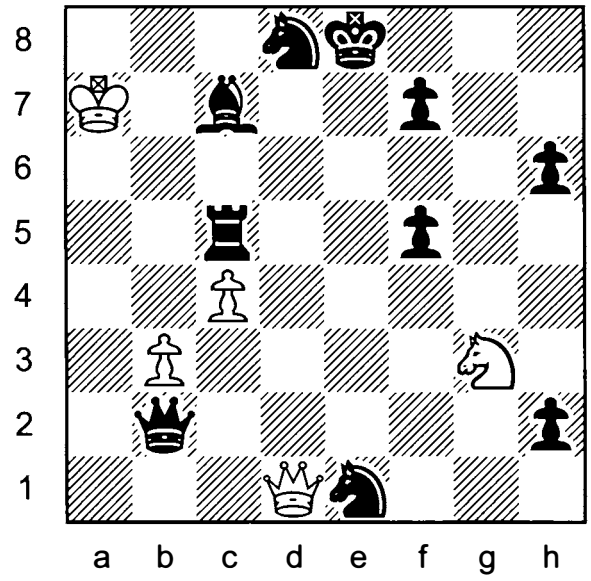
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

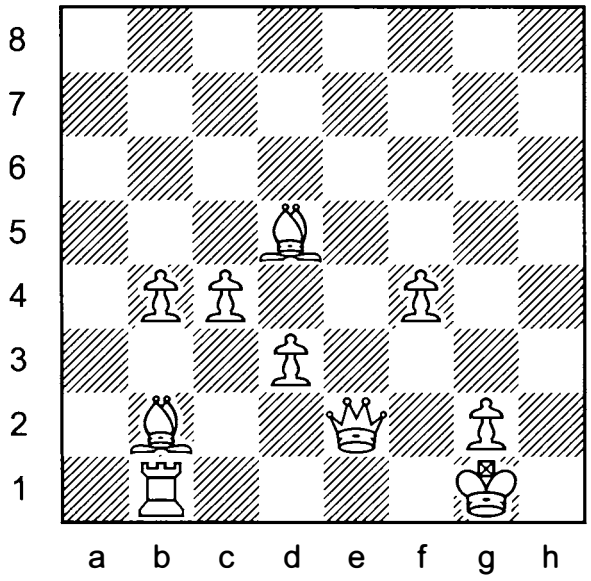
❸



QUEEN MAZE IN 9

Only the white queen moves. Capture the black king in nine moves or less, without taking any pieces or moving where the queen can be taken.

❹

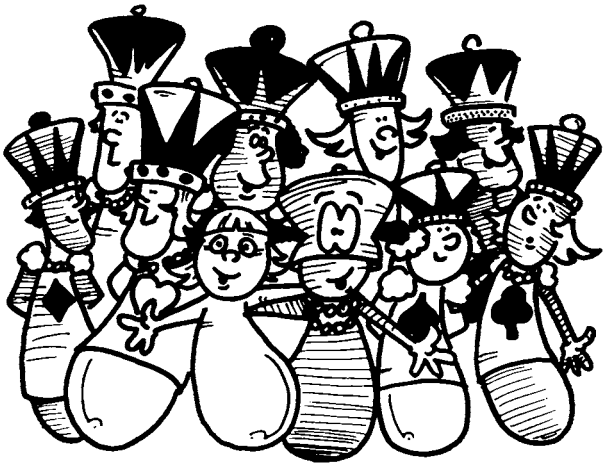


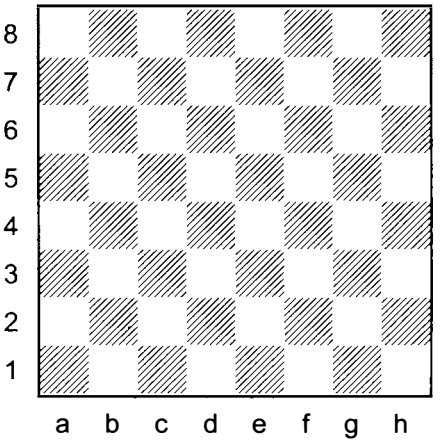
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS





A. Place 4 queens on the board so that the most squares are attacked.

B. Place 4 queens on the board so that the fewest squares are attacked.

C. Place 6 queens so that every square except e4 is attacked.

D. Place 8 queens on the board so that none of them attack a centre square (d4 d5 e4 e5).

A PIECE DOES NOT ATTACK THE SQUARE IT STANDS ON.

☞ 279

47

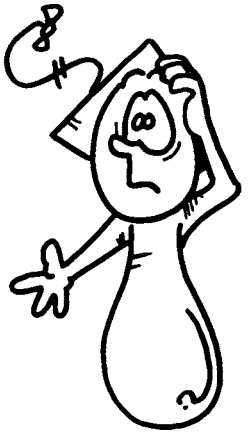
CHESS-O-WORD

WHAT DO YOU HAVE IN MIND?

In this word search, you are looking for things that brains do.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be four letters not circled. Unscramble those 4 letters to answer the riddle.

THINK
IMAGINE
REMEMBER
RECOGNIZE
CONCEIVE
SENSE
SEE
ASK
HEAR
WILL
LOOK
REASON
PLAN
FOCUS
CALCULATE
ANALYZE
EVALUATE
DECIDE
DAYDREAM



R E B M E M E R I E
T E V E S N E S T Z
H V A A K P U A D I
I I N S L C L E A N
N E A A O U M E Y G
K C N F C N A S D O
L N R L O O K T R C
L O A N A L Y Z E E
I C E D I C E D A R
W D H E N I G A M I

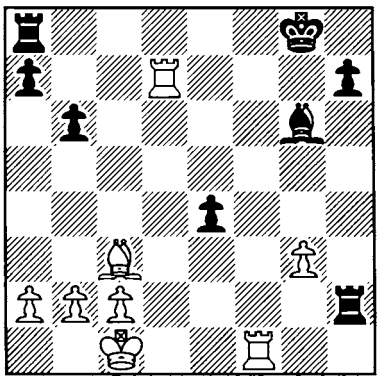
RIDDLE : ***What don't you when you're happy to?***

_ _ _ _

☞ 303

MATE in TWO #46

❶



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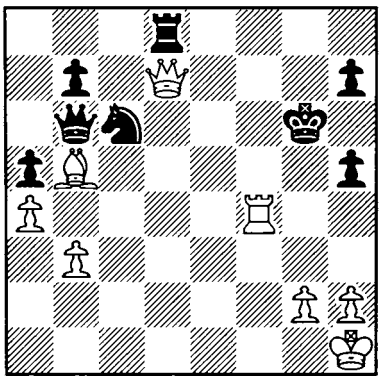

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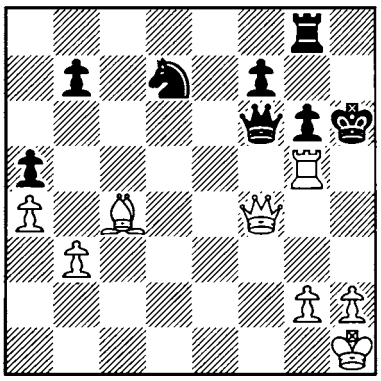

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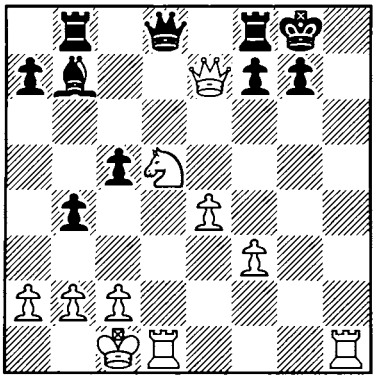

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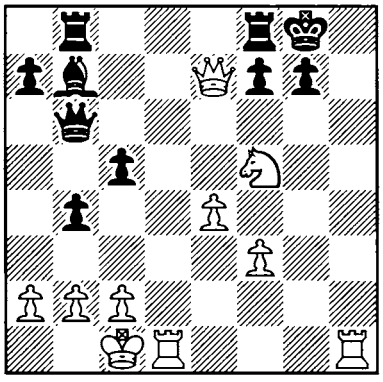

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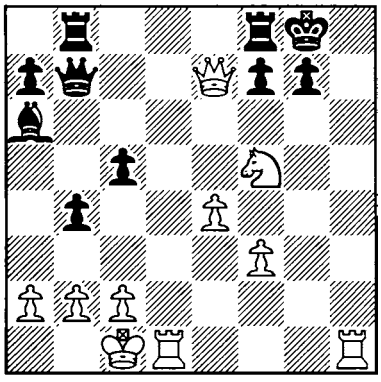

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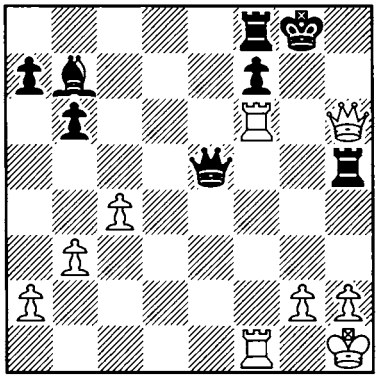

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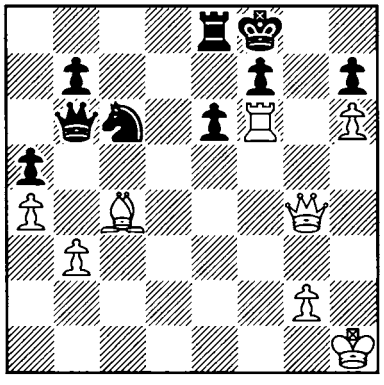

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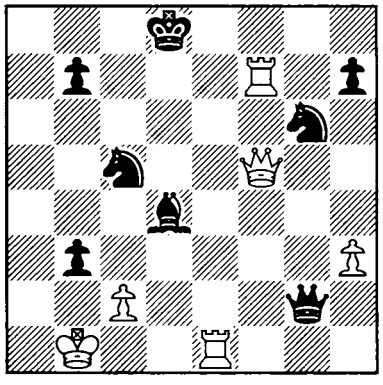


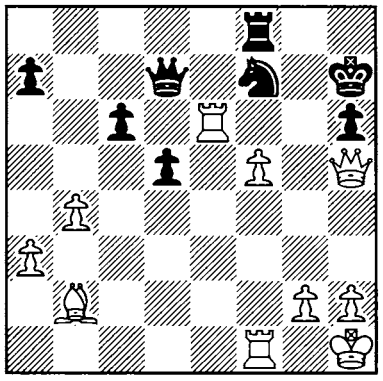
255 ☜ *WHITE TO MOVE*

CHECKOLOGY 6

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



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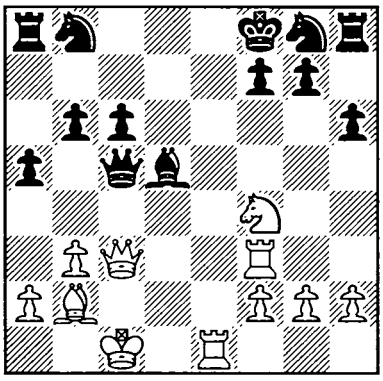

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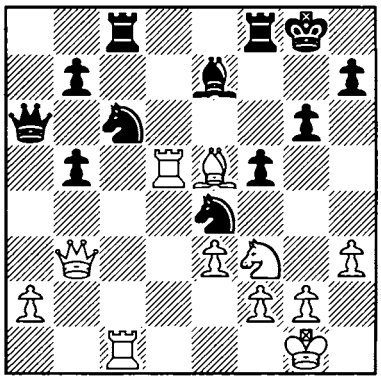
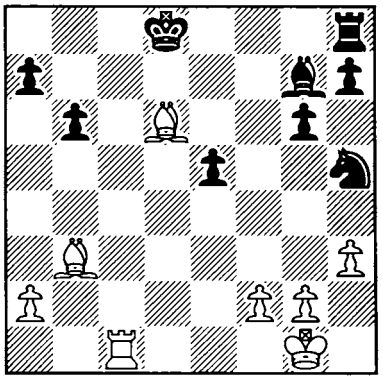


❹

MATE in 2



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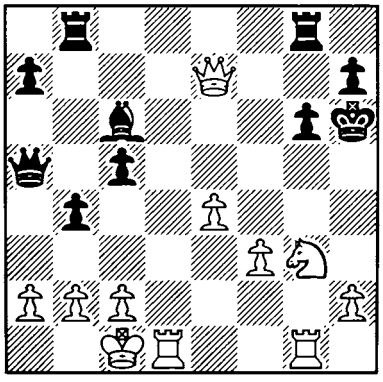

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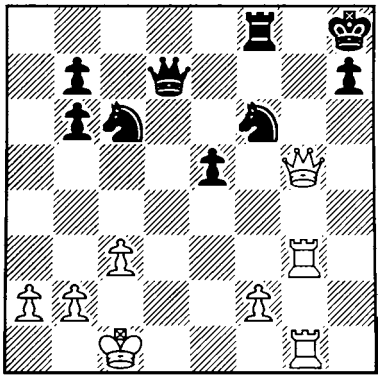
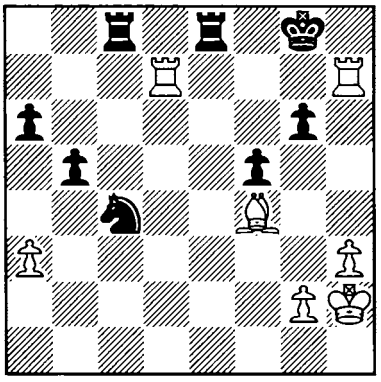
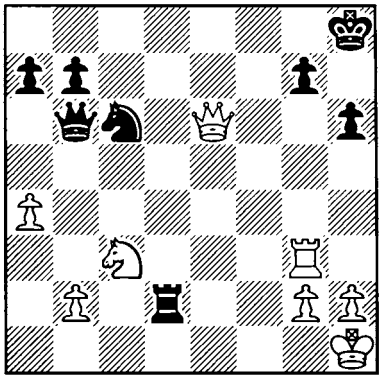


❼

MATE in 3



❽



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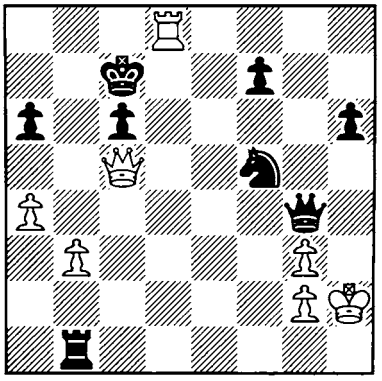
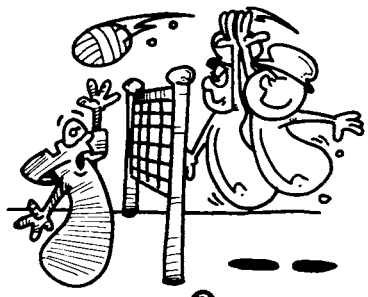


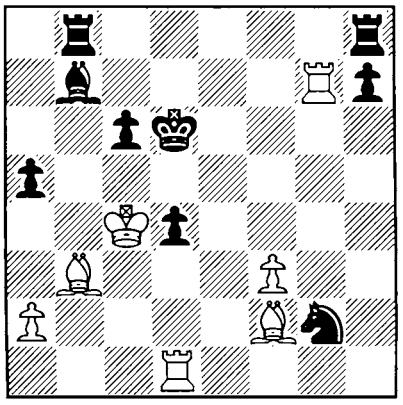
DOUBLE WHAMMY

14



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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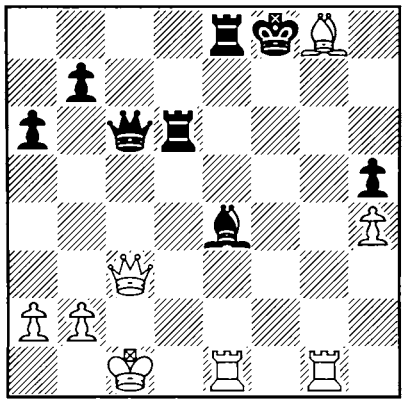

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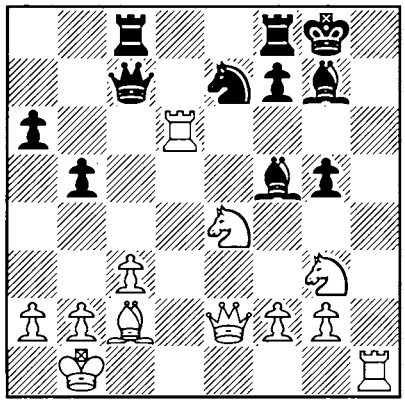
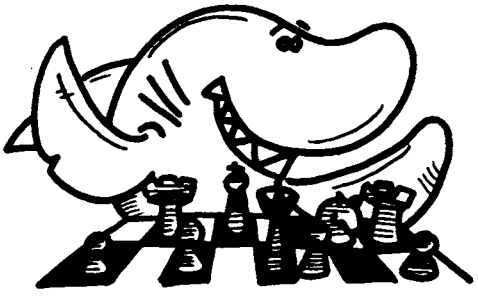


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

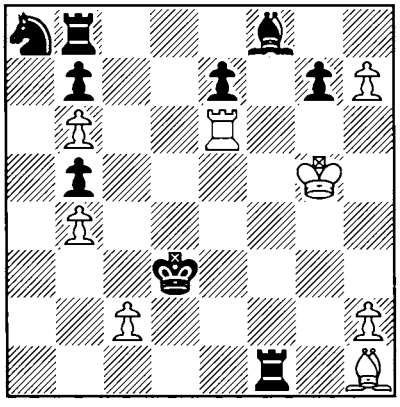


WHO'S THE GOOF?

31

Time to crank up your brain! Someone messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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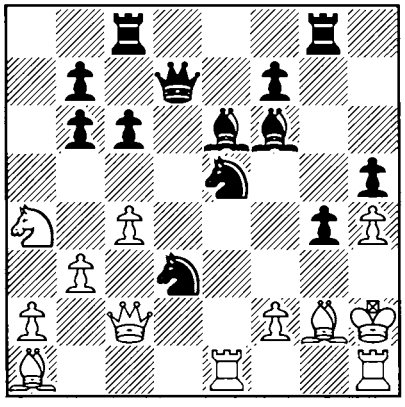

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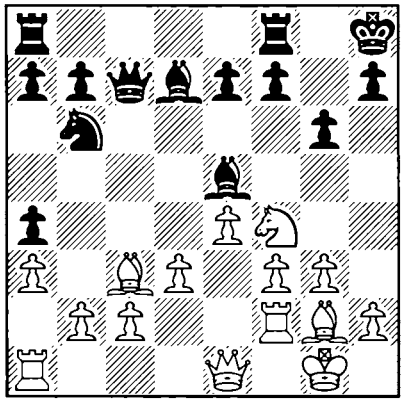
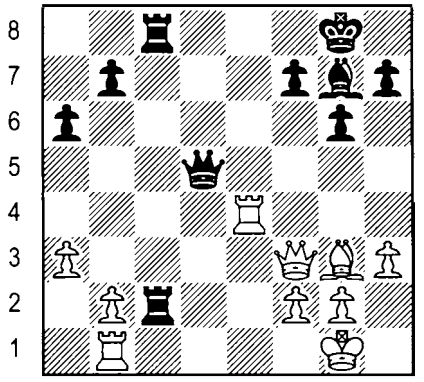


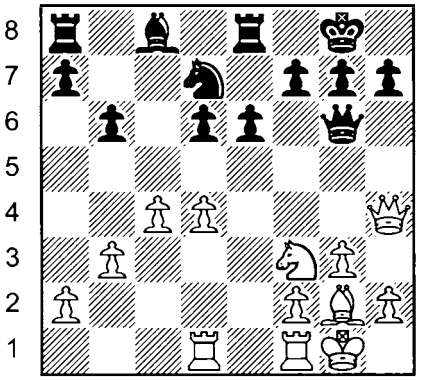
TACTICS 101

(50)

WHITE TO MOVE **FIND the DISCOVERED ATTACKS** *WIN MATERIAL*



❶ a b c d e f g h



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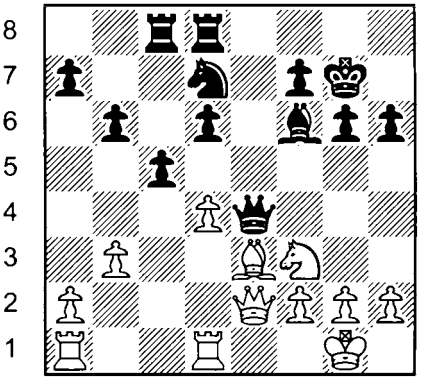

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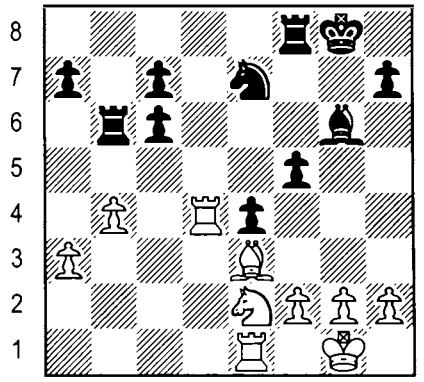
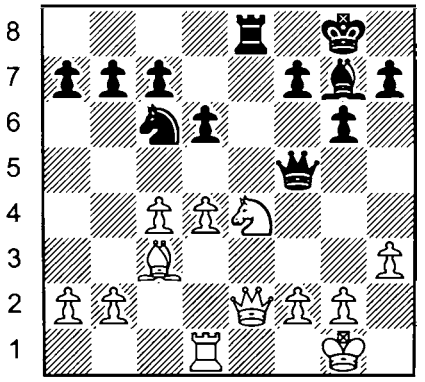


❹ a b c d e f g h



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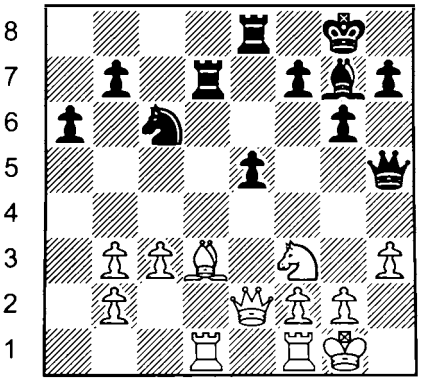
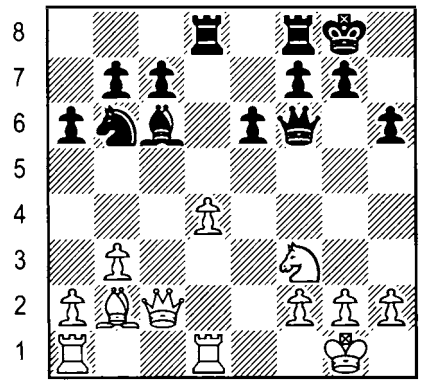
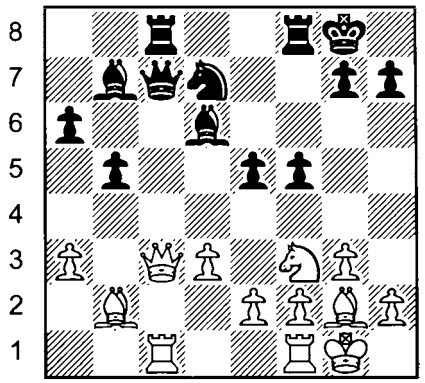


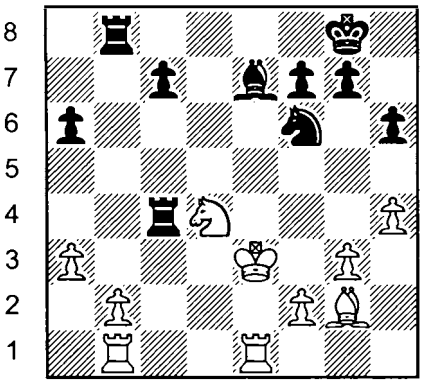
❻ a b c d e f g h



❼ a b c d e f g h



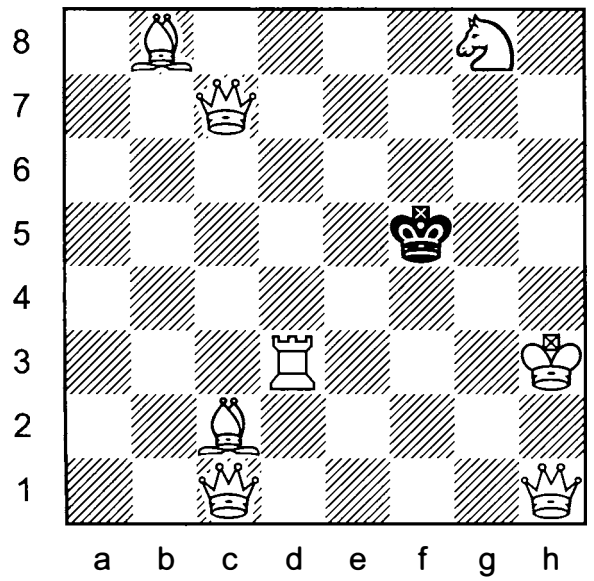
❽ a b c d e f g h



❾ a b c d e f g h

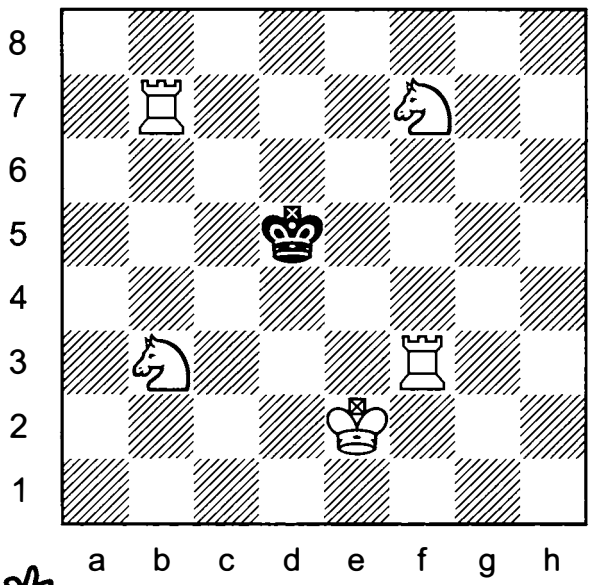
KIRIL'S KONTEST 66

❶



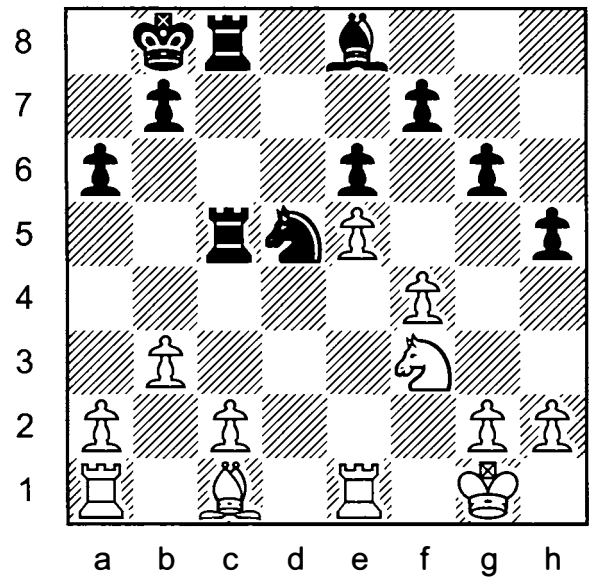
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

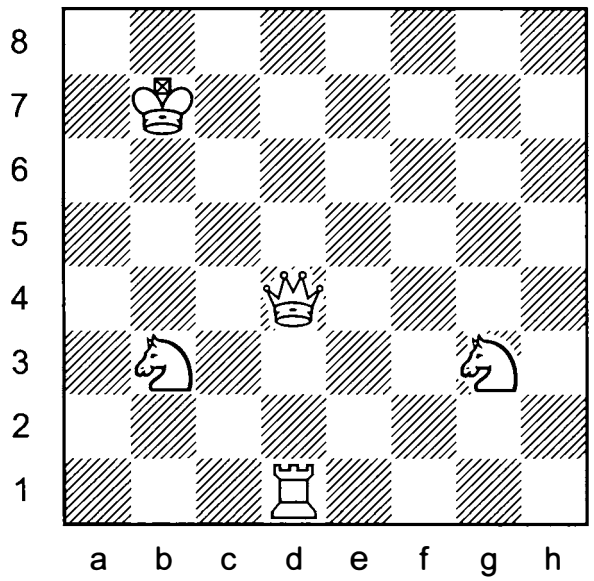
❸



BISHOP MAZE IN 9

Only the white bishop moves. Capture the black king in nine moves or less, without taking any pieces or moving where the bishop can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

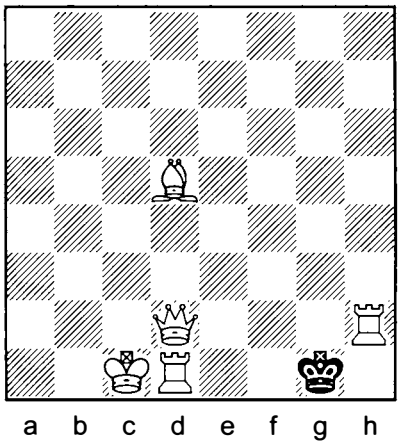
LILY'S PUZZLERS

RETRO #22 ☞ 296

Hello, detectives! It's time for another chess investigation.

In these positions, your job is to figure out the last 3 moves. Can you find all the clues? As usual, make sure any checks are legal. Good luck!!

❶



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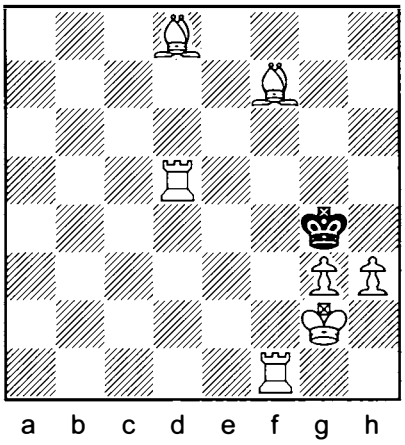

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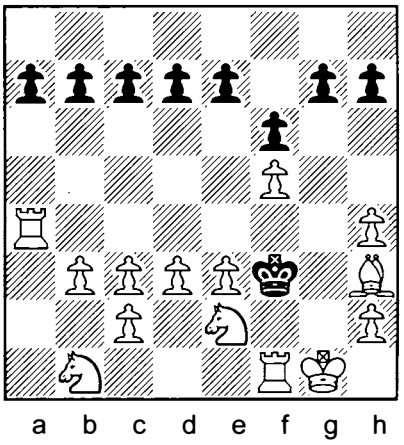


WHAT WERE THE LAST 3 MOVES?

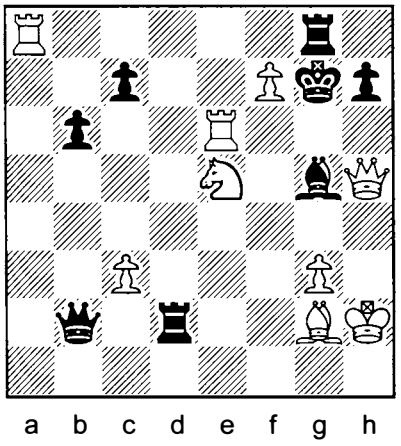
IF THERE WAS A CAPTURE, WHICH KIND OF PIECE WAS TAKEN?

Switcheroos

(34)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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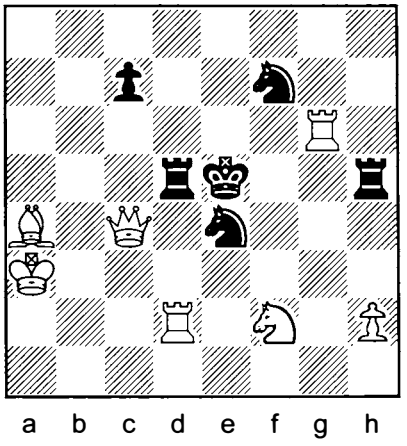

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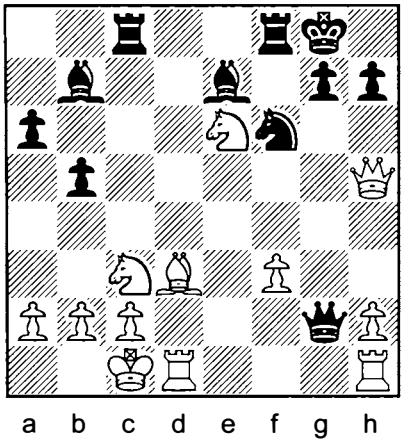
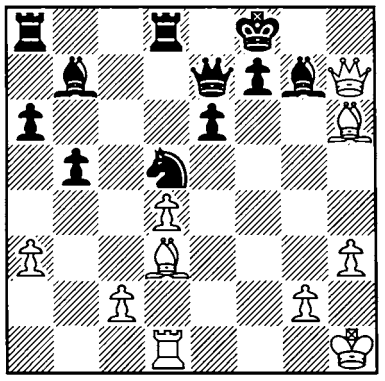


CHECKOLOGY 7

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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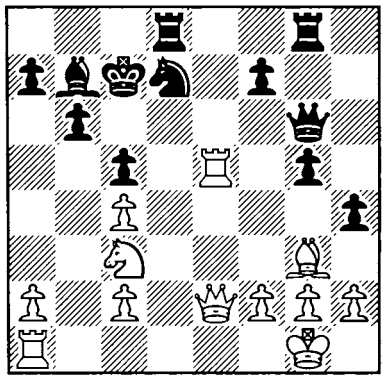

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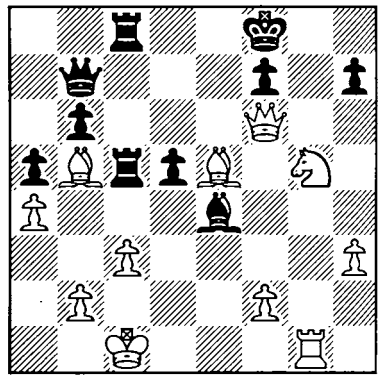
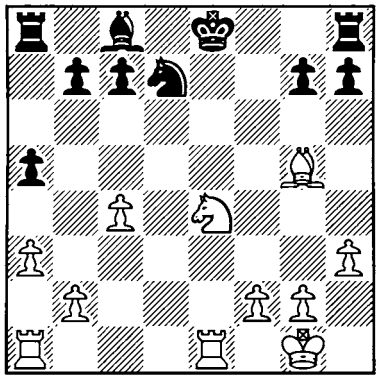


MATE in 2

❹



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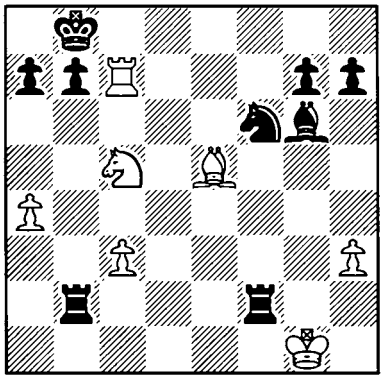

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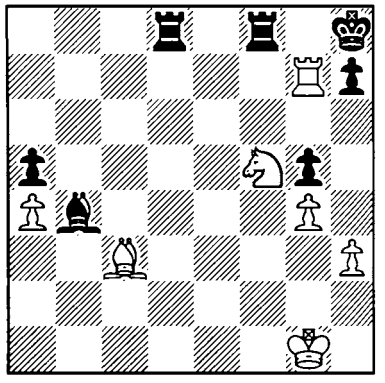
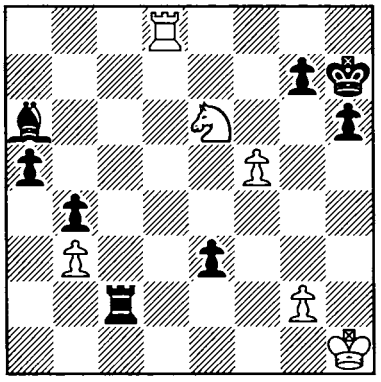


MATE in 3

❼



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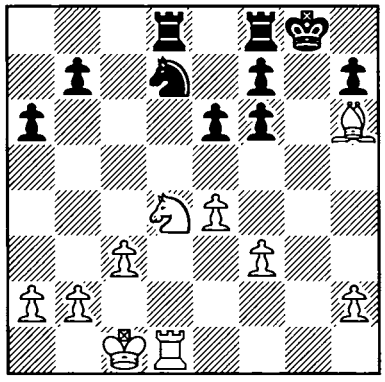

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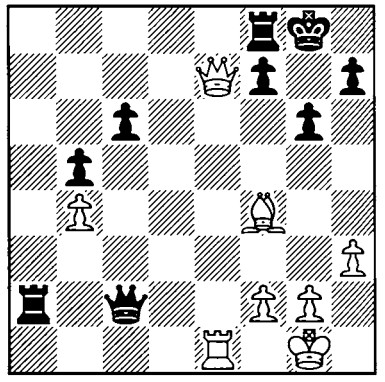
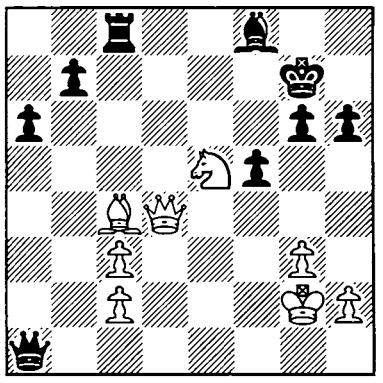


264 ☜ WHITE TO MOVE

MATE in TWO #47

❶



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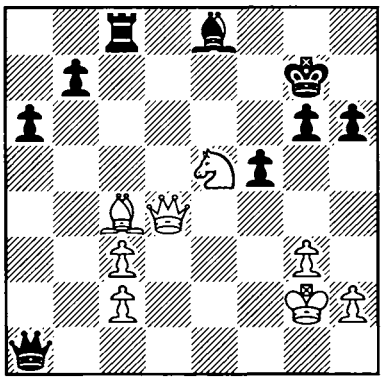

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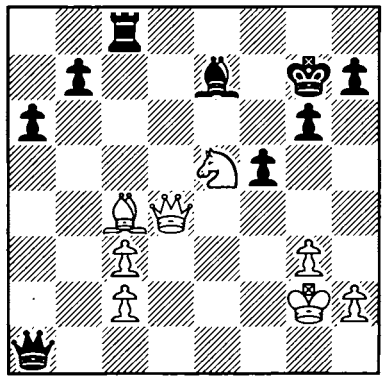

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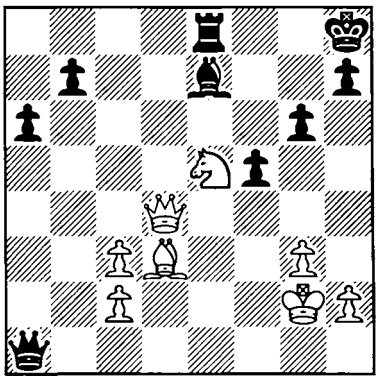

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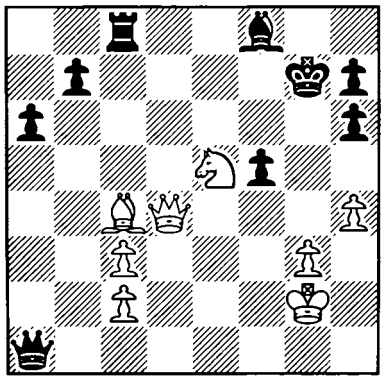

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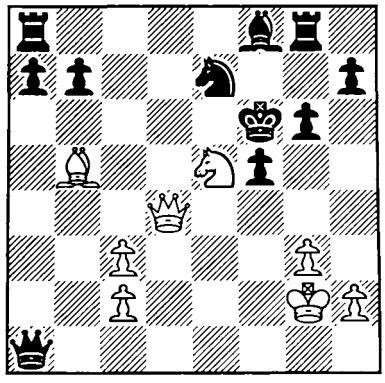

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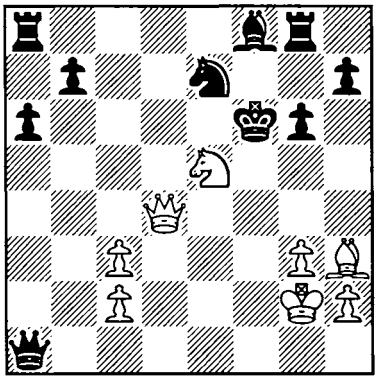

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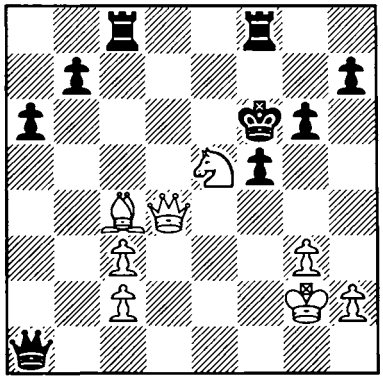

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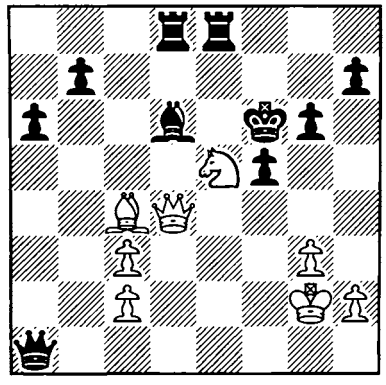


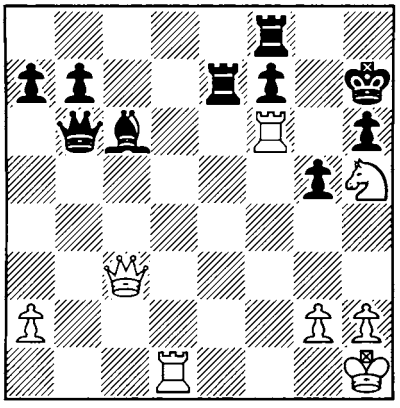
WHITE TO MOVE ☞ 255

COMBO MOMBO !!

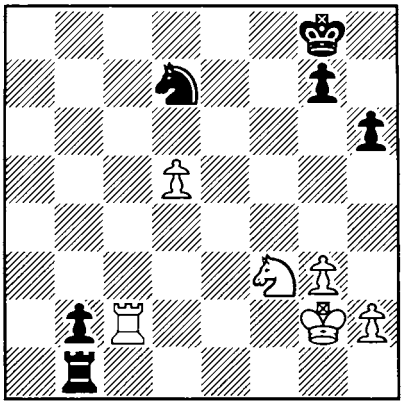
JUMBO MIX

Can you find the combinations in the following positions? Each example uses a theme from one of the past two Combo Mombos. You can work on the problems as a review exercise or a quiz. Or you can just do them for fun!

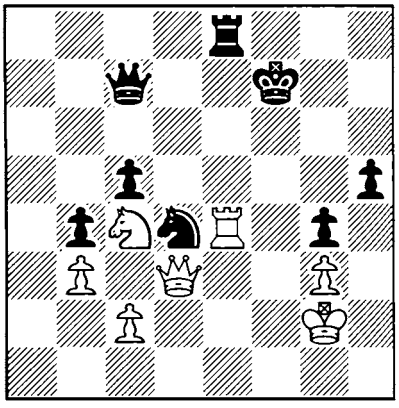
☞ 269



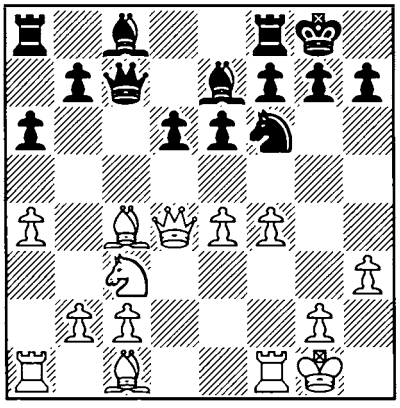
❶ WHITE TO MOVE
Win Material



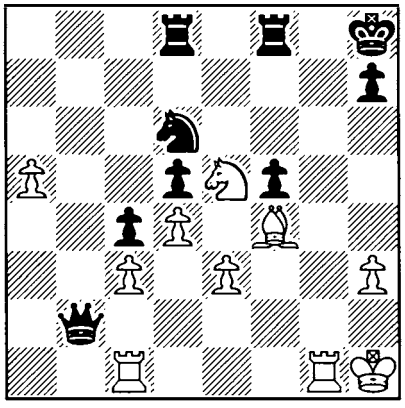
❷ BLACK TO MOVE
Win Material



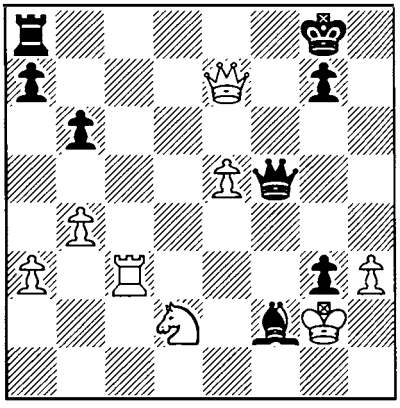
❸ WHITE TO MOVE
Win Material



❹ BLACK TO MOVE
Win Material



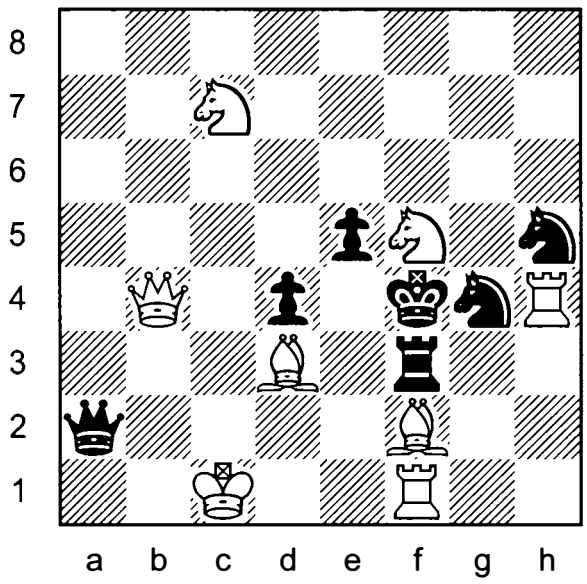
❺ WHITE TO MOVE
Win Material



❻ BLACK TO MOVE
Win Material

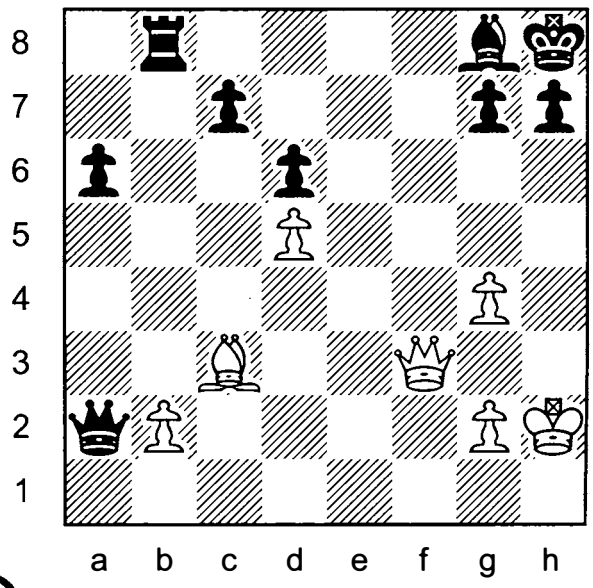
KIRIL'S KONTEST 67

❶



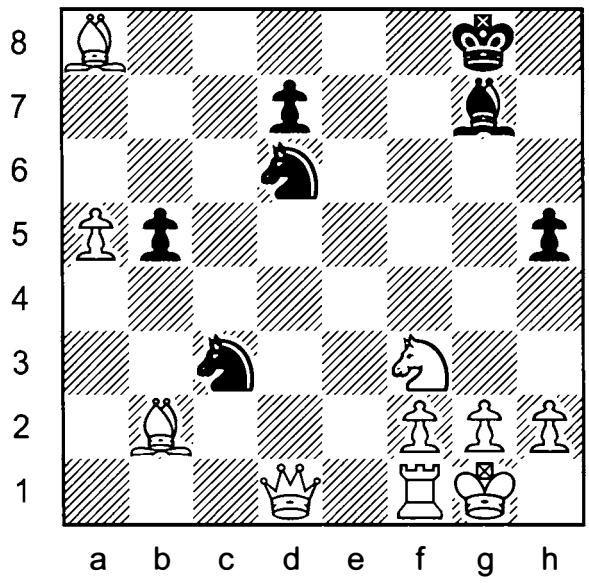
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

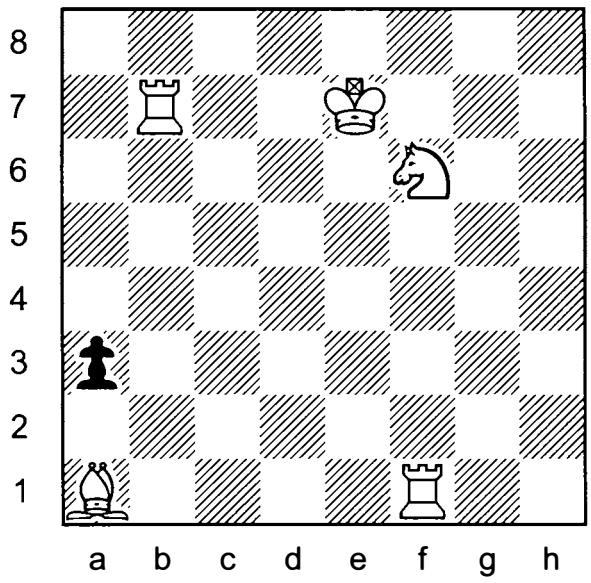
❸



ROOK MAZE IN 21

Only the white rook moves. Capture the black king in twenty-one moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

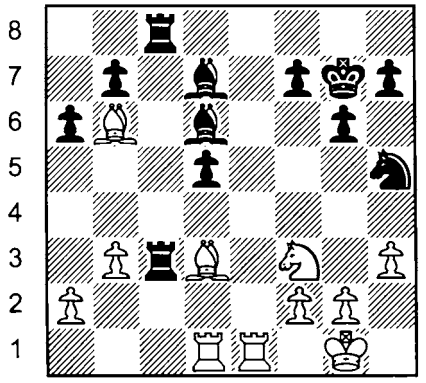
TACTICS 101

51

WHITE TO MOVE

FIND the FORKS

WIN MATERIAL



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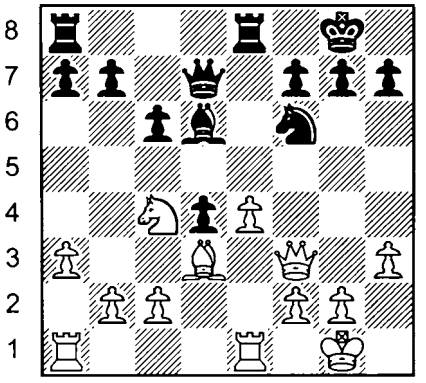

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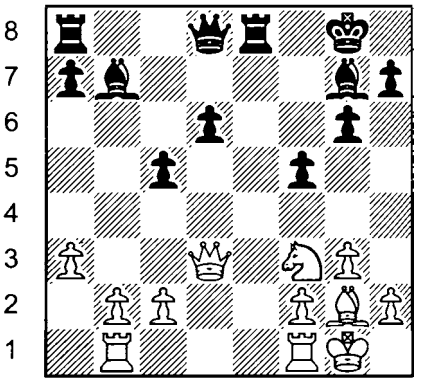

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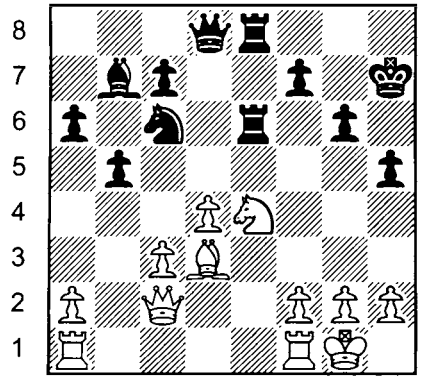

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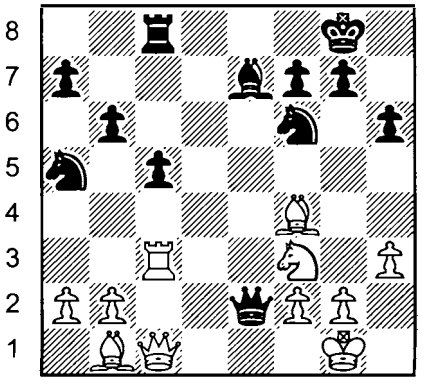

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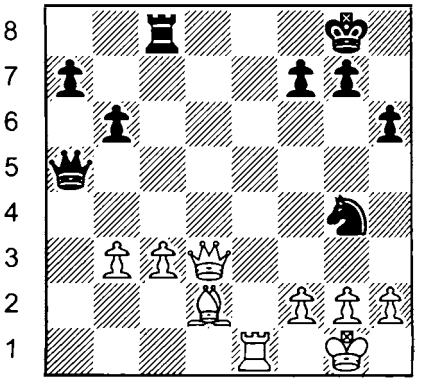

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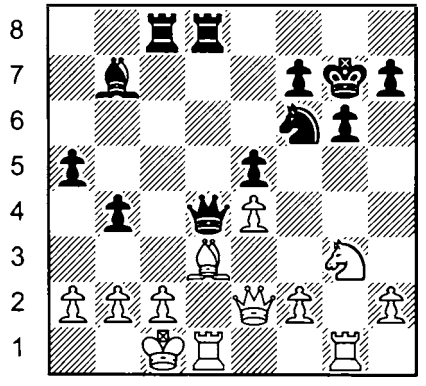

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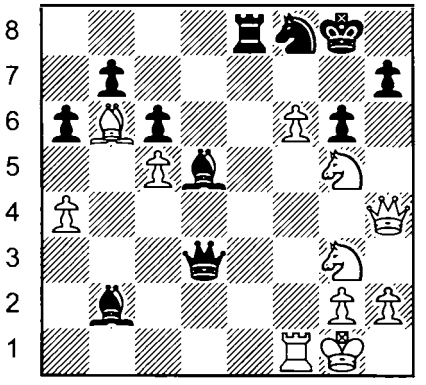

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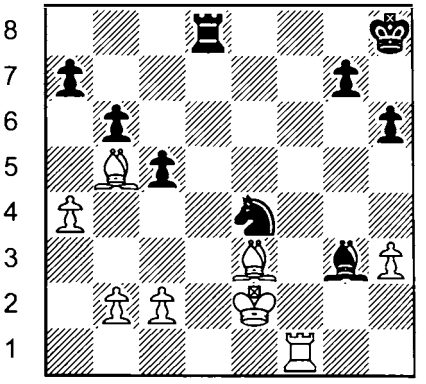


❾

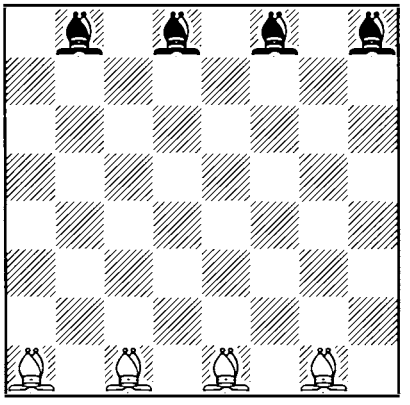
LILY'S PUZZLERS

In this puzzler, the eight bishops have just fifteen moves to get from A to B.

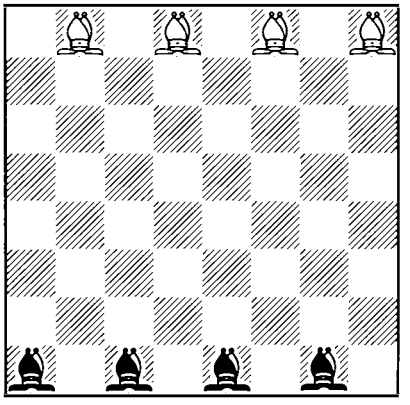
Sixteen moves is easy. 15 is a lot trickier.

Good luck! ☞ 279

A



B



15 MOVES

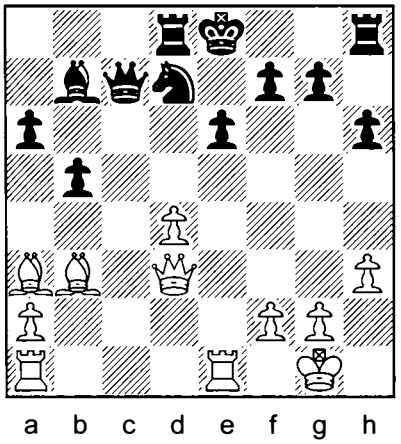
"PASSING BISHOPS #2"
Starting in the position on the left, make 15 moves (*8 white, 7 black*) to reach the position on the right.

DOUBLE WHAMMY

15

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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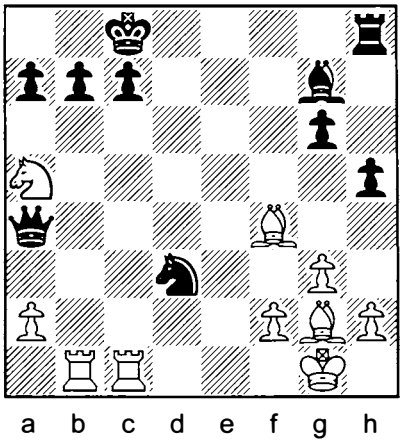

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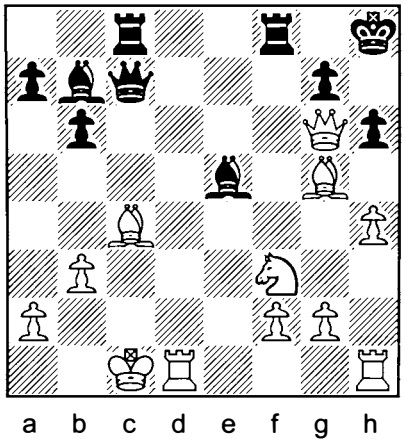
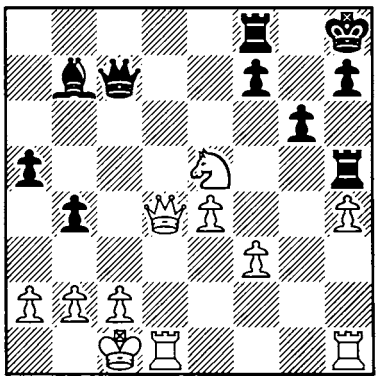


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

MATE in TWO #48

❶



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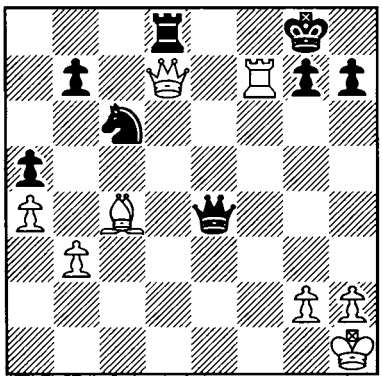

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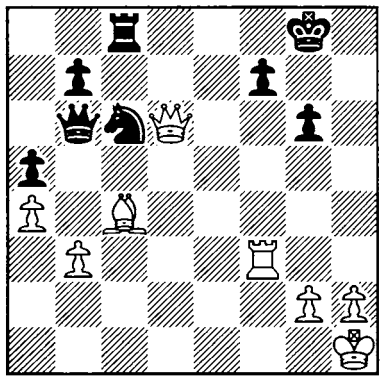

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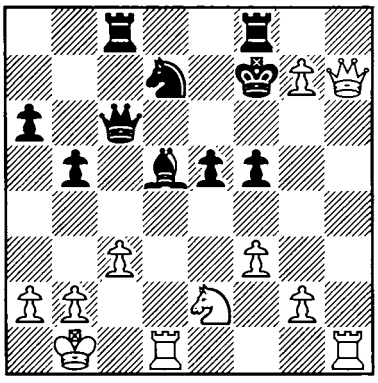

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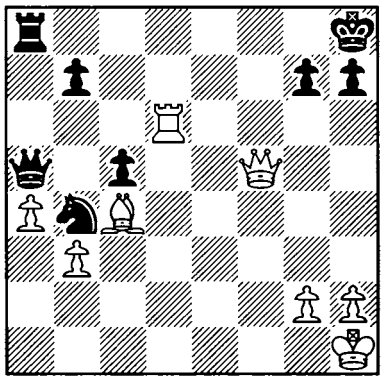

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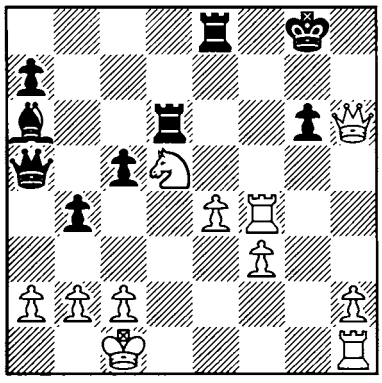

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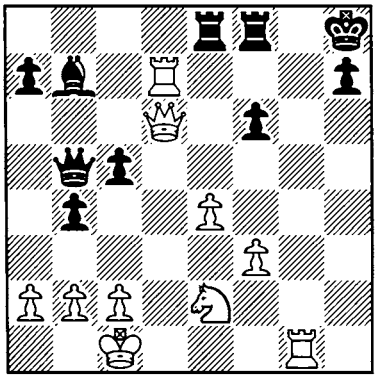

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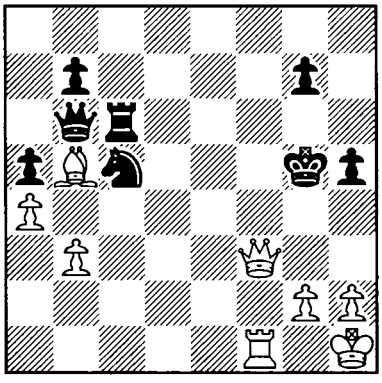

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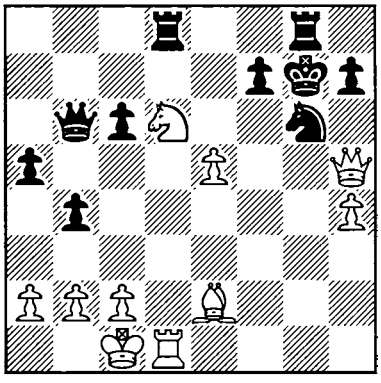


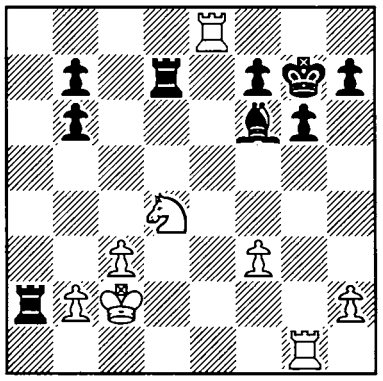
255 ☜ WHITE TO MOVE

CHECKOLOGY 8

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



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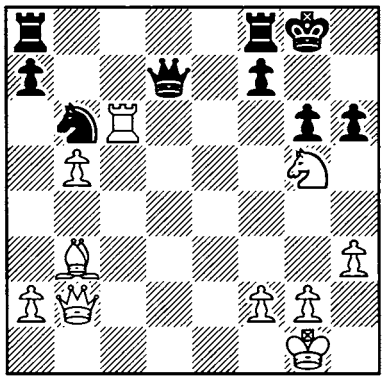

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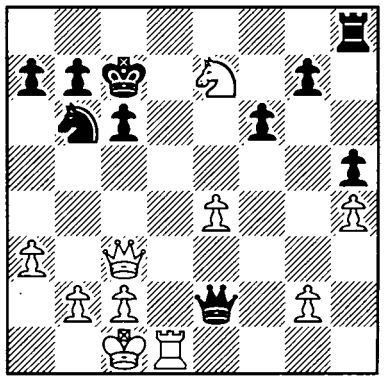
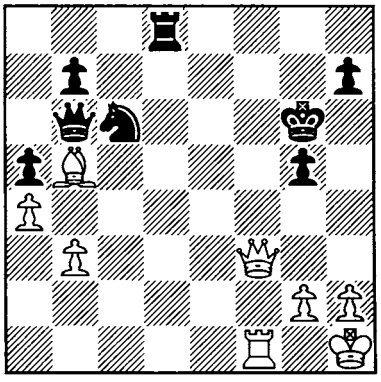


❹

MATE in 2



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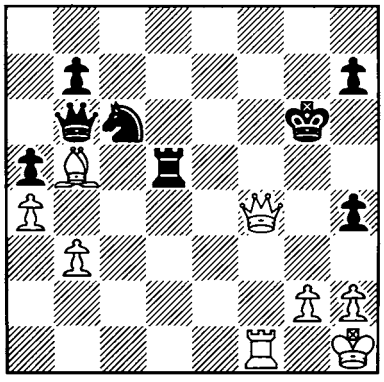

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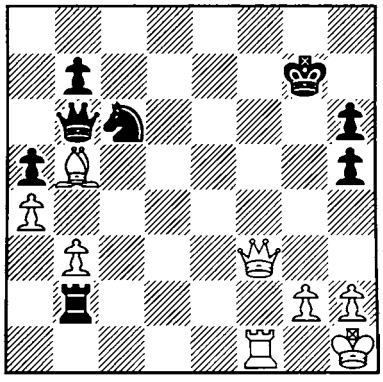
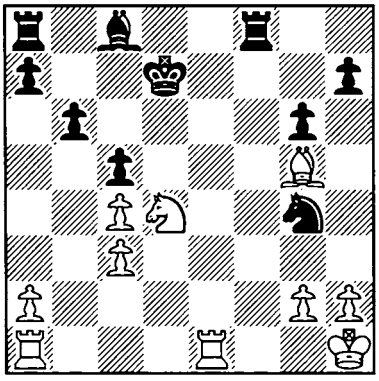


❼

MATE in 3



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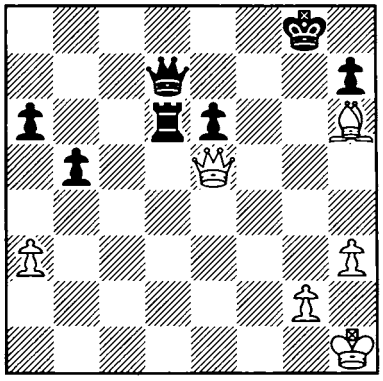

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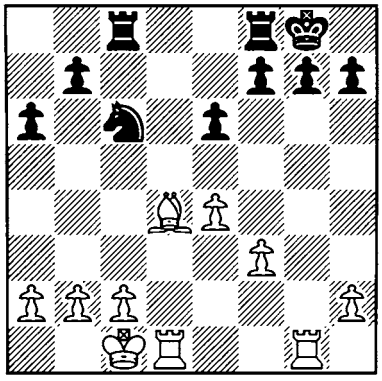
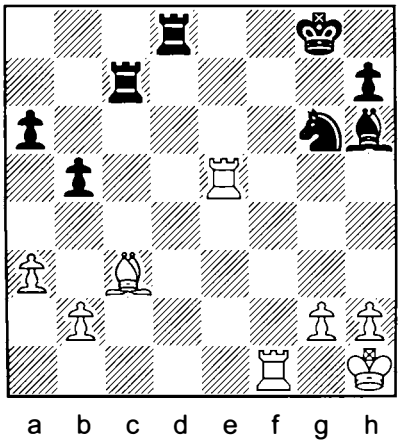


HELPMATES

(25)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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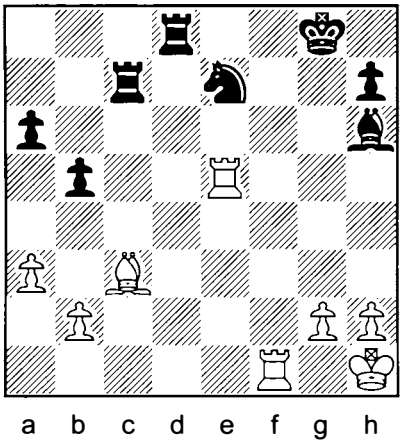

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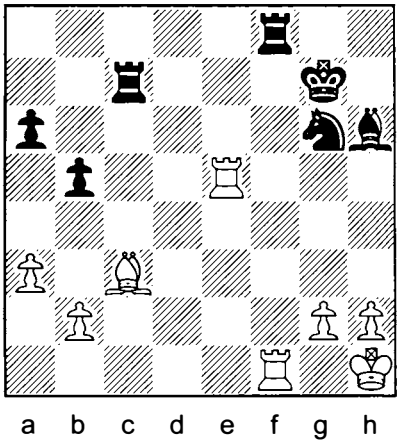


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

CHESS-O-WORD

(48)

WHAT KIND OF A MOVE WAS THAT?

In this word search, you are looking for ways to describe chess moves.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

GOOD
BAD
EXCELLENT
BEST
SOLID
SHARP
RISKY
SAFE
TRICKY
STRONG
WEAK
FORCED
QUIET
SURPRISE
DUBIOUS
OBVIOUS
DECISIVE
KEY
ILLEGAL
ONLY
DEEP
COOL

P E E D E C R O F P
S T R O N G N B E R
E D C O O L D V X A
S Y U G Y A I I C H
I K T B B S L O E S
R S E S I L O U L T
P I W C E O S S L E
R R E G Y B U T E I
U D A I E F A S N U
S L K Y K C I R T Q

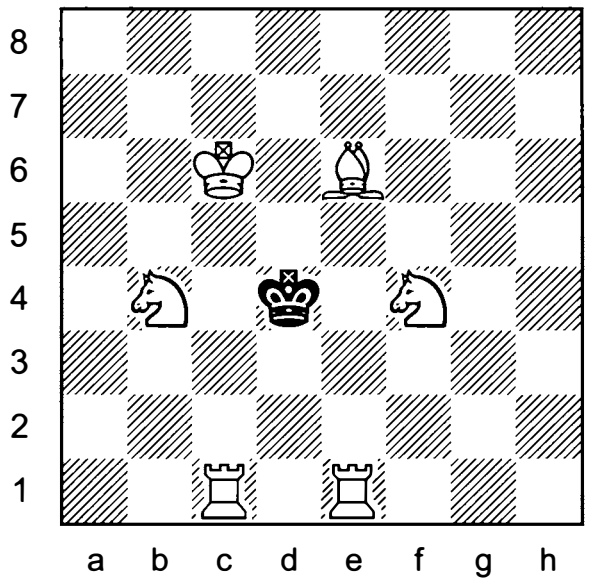
RIDDLE : ***What should you wear to a stalemate?***

_ _ _

☞ 303

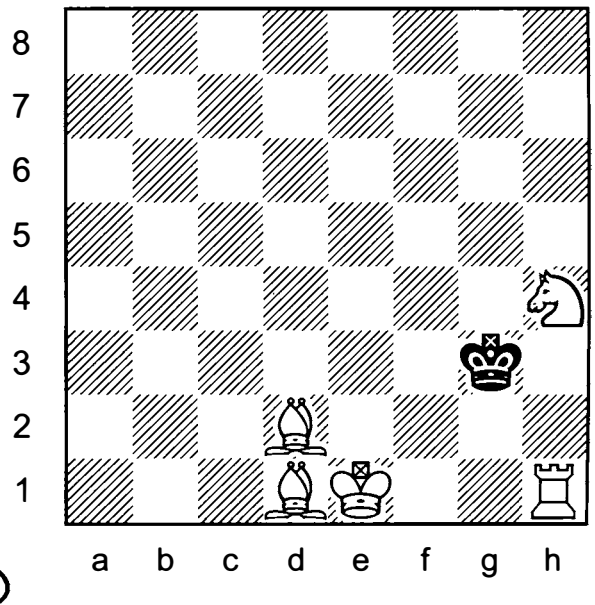
KIRIL'S KONTEST 68

❶



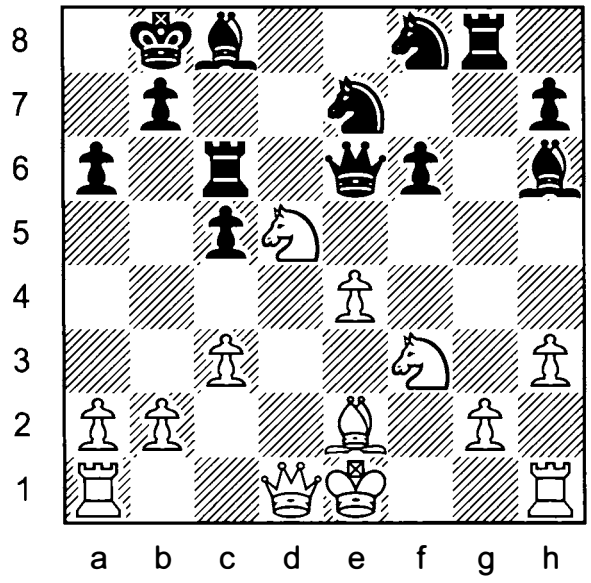
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

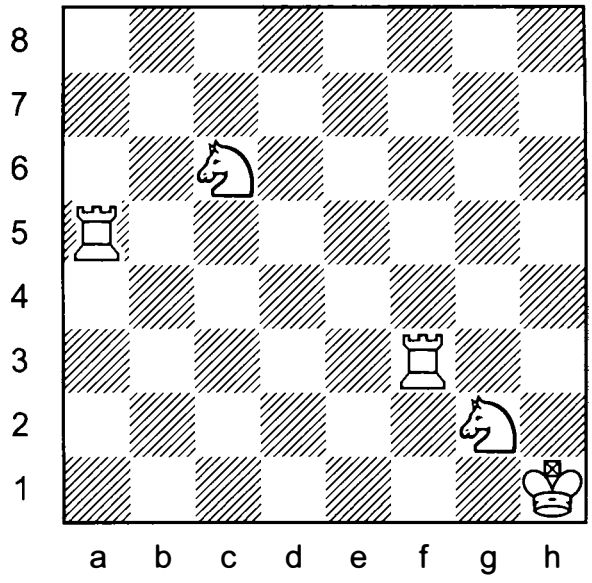
❸



QUEEN MAZE IN 10

Only the white queen moves. Capture the black king in ten moves or less, without taking any pieces or moving where the queen can be taken.

❹



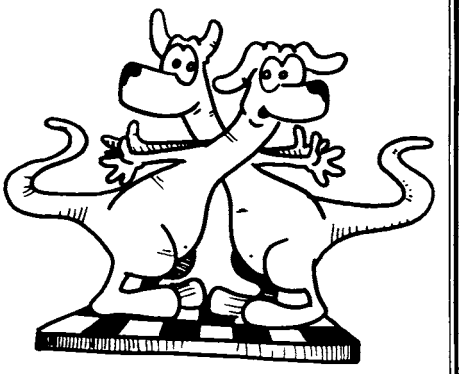
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

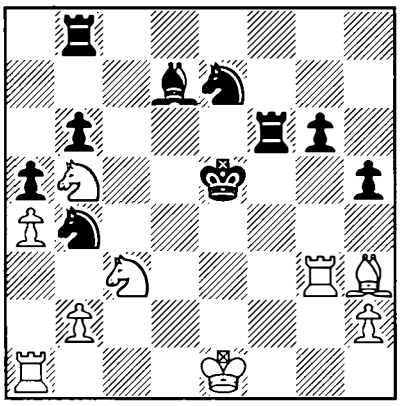
Switcheroos

35



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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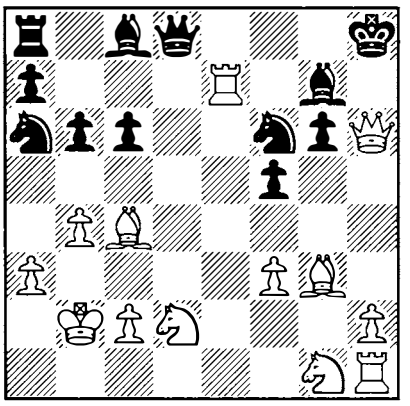
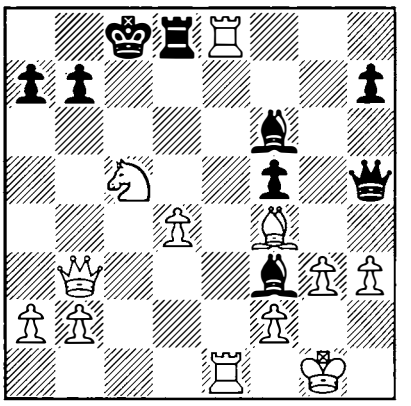
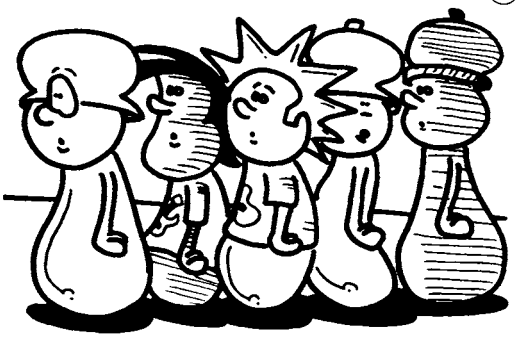


❸



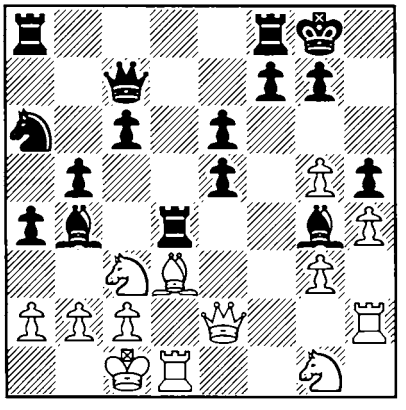
Who's the Goof?

32



Attention, goof patrol! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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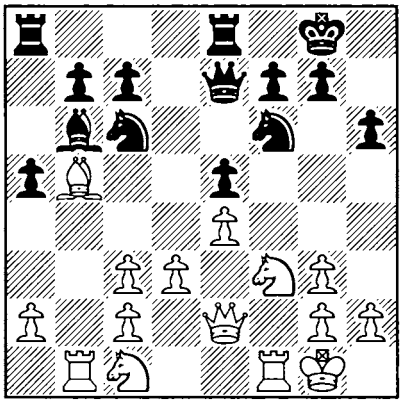

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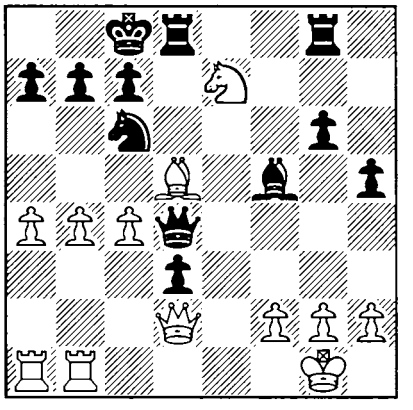
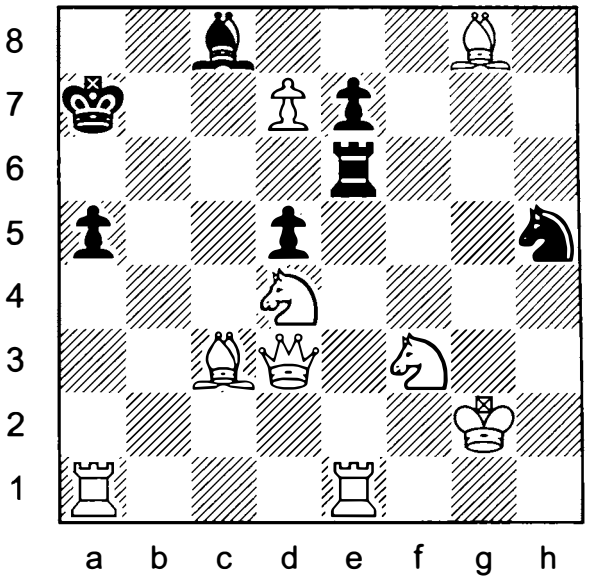


LILY'S PUZZLERS

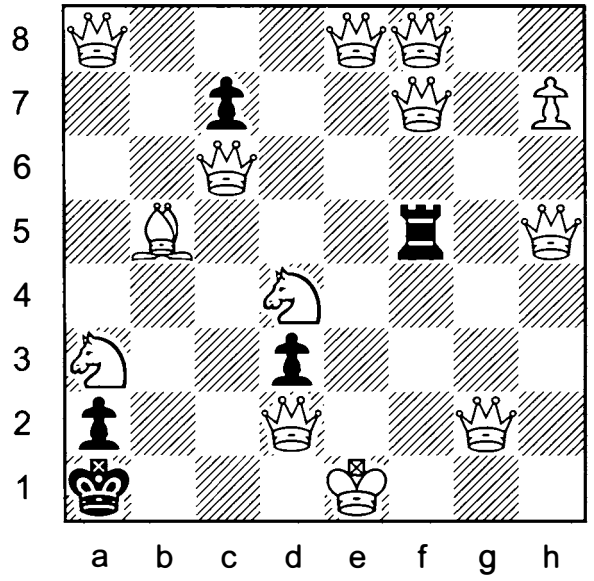
HI BOYS AND GIRLS!!
In these puzzles, you have to figure out which kind of promoted piece can get through the maze fastest. Is it a knight, or a bishop, or a rook?
Good luck!

PAWN MAZES #5

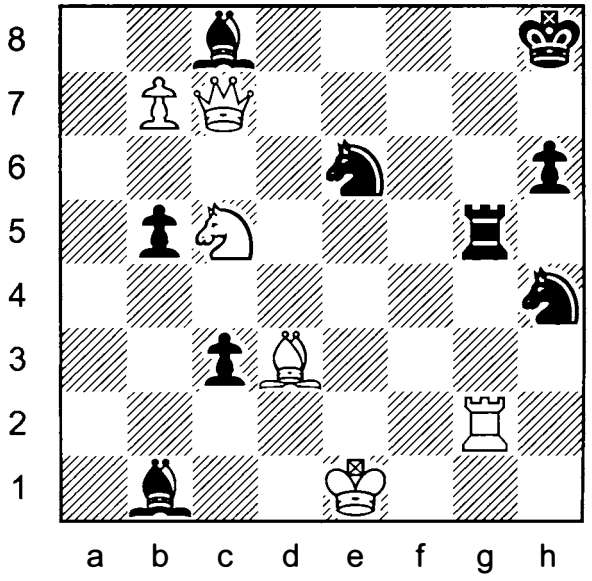
A



B



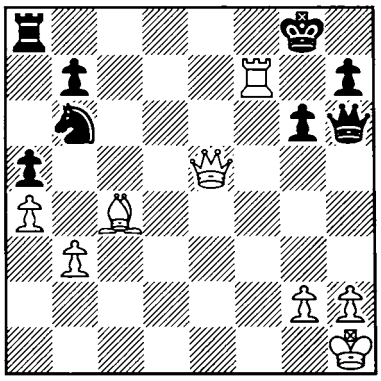
C



PAWN MAZES. Only the white pawn moves. When it reaches the last rank, it may become a rook, bishop, or knight. But not a queen. After the promotion, only the promoted piece moves. Find the shortest path to capture the black king, without taking any pieces or moving to a square that is attacked by a black piece. It is possible to go through the maze with a rook, bishop, or knight. Figure out which piece has the shortest path, and which the longest. And which the middle path! ☞ 267

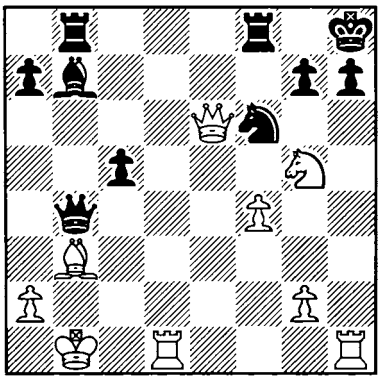
MATE in TWO #49

❶



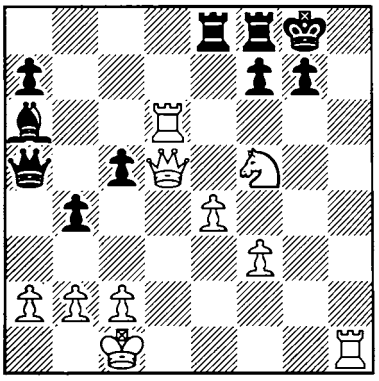
a b c d e f g h

❷



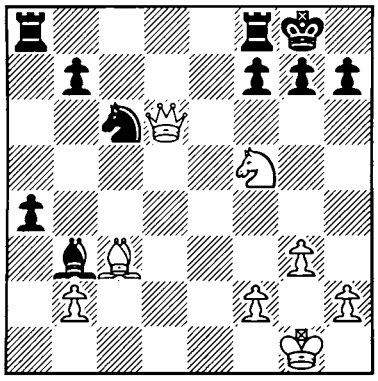
a b c d e f g h

❸



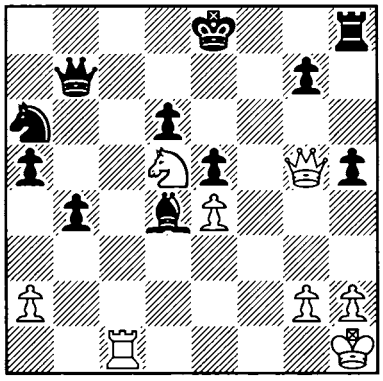
a b c d e f g h

❹



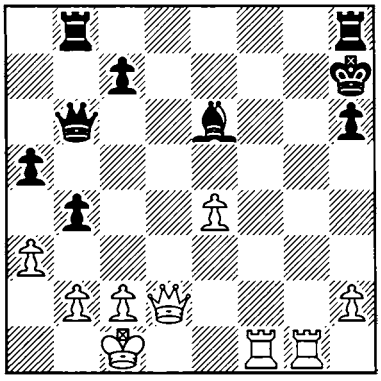
a b c d e f g h

❺



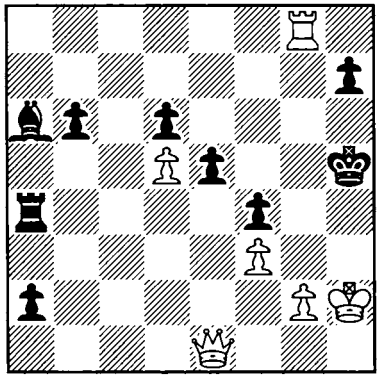
a b c d e f g h

❻



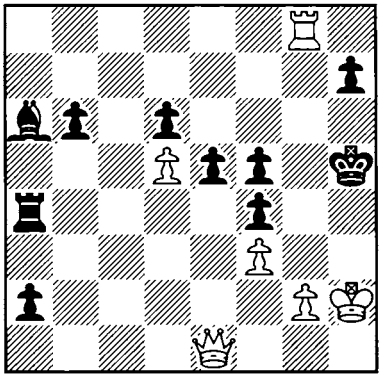
a b c d e f g h

❼



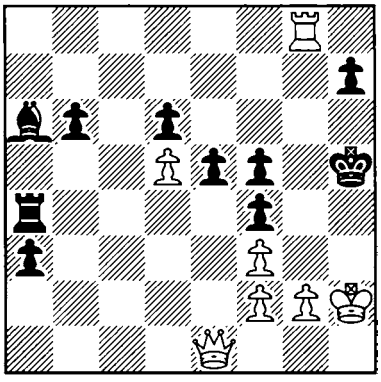
a b c d e f g h

❽



a b c d e f g h

❾

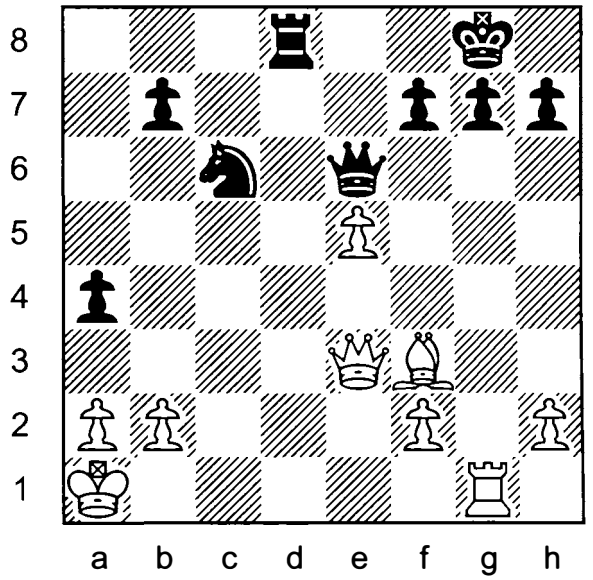


a b c d e f g h

255 ☜ WHITE TO MOVE

COMBO MOMBO!!

SPOTLIGHT ON DOUBLE ATTACKS

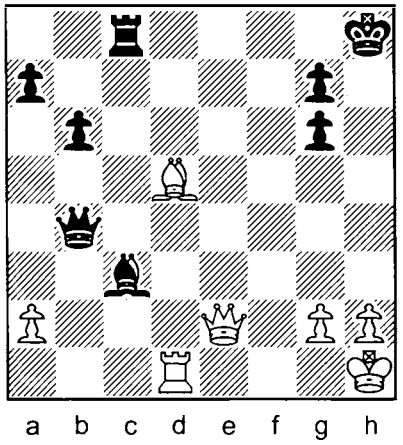


A *double attack* is any move that makes two threats at the same time.

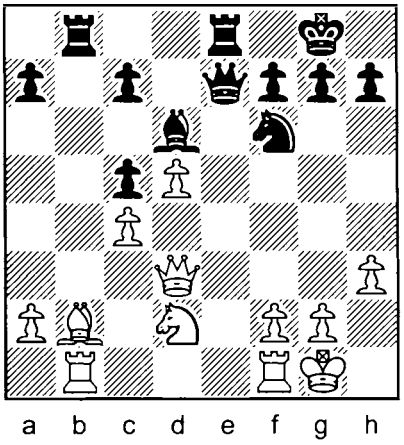
The most common double attack is the fork. But there are many other kinds. The examples given here have moves which attack a piece and also threaten mate.

♔ White wins by 1.Bxc6!, getting rid of the knight that protects d8. After 1...bxc6 2.Qg5!, white attacks the rook on d8 and threatens mate. 2.g6 3.Qxd8+ or 2...Rd2 3.Qxg7# (1...Qg6!? 2.Qc1! Qxc6 3.Qg5!)

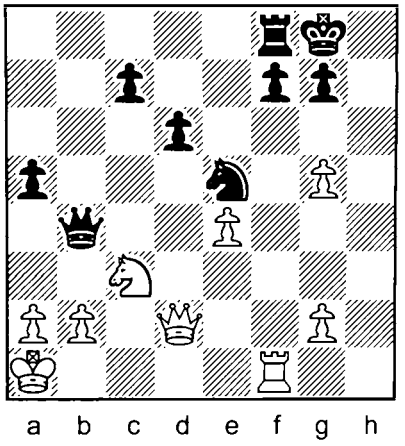
♚ Black to play has a double attack too. 1...Nb4! threatens mate and a fork. 2.b3 Nc2+ 3.Kb1 Nxe3, or 2.Qg5? Qxa2# or 2.Kb1 Qxa2+ 3.Kc1 Qa1#.



❶ WHITE TO MOVE
Win Material



❷ BLACK TO MOVE
Win Material



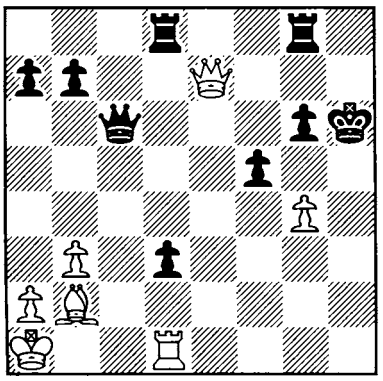
❸ WHITE TO MOVE
Win Material

CHECKOLOGY 9

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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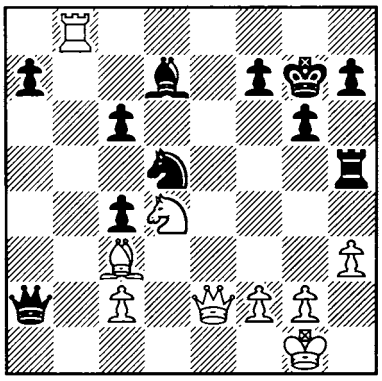

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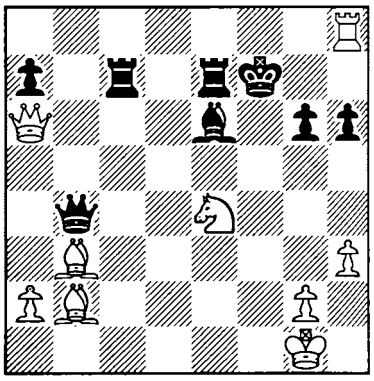
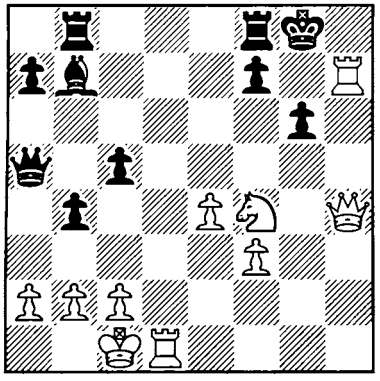


MATE in 2

❹



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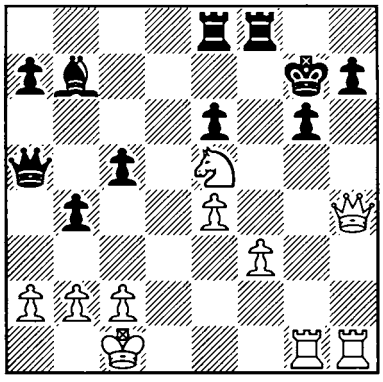

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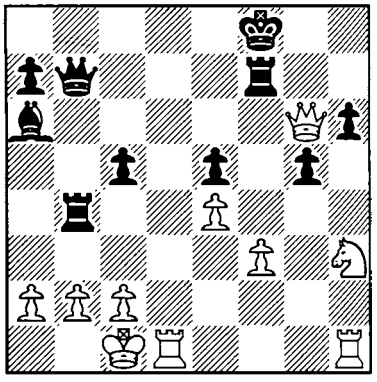
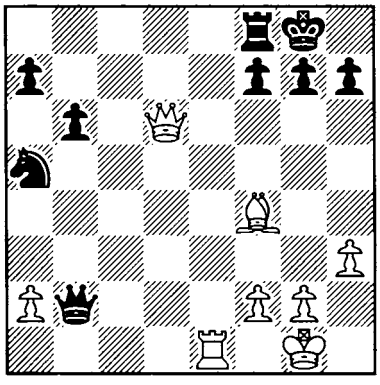


MATE in 3

❼



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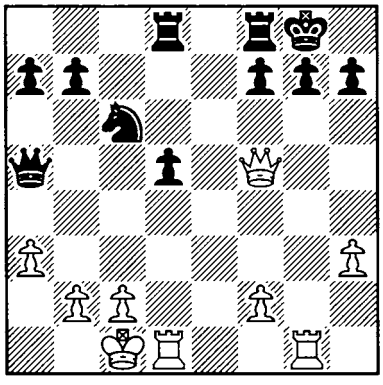

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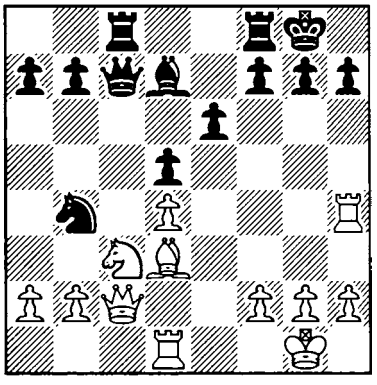
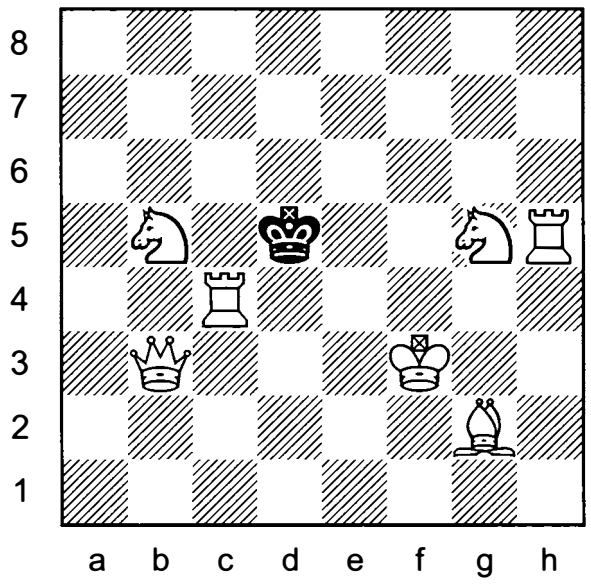


265 ☜ WHITE TO MOVE

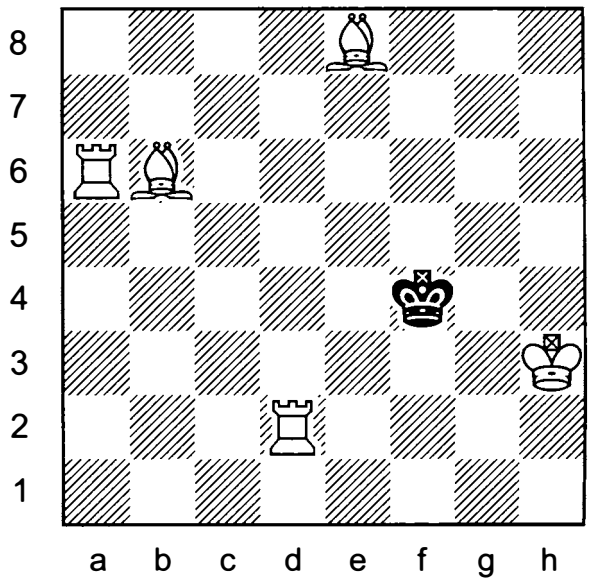
KIRIL'S KONTEST 69

❶



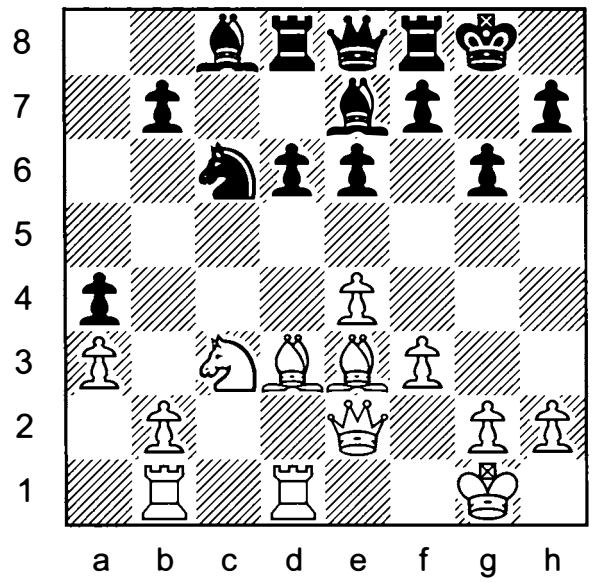
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

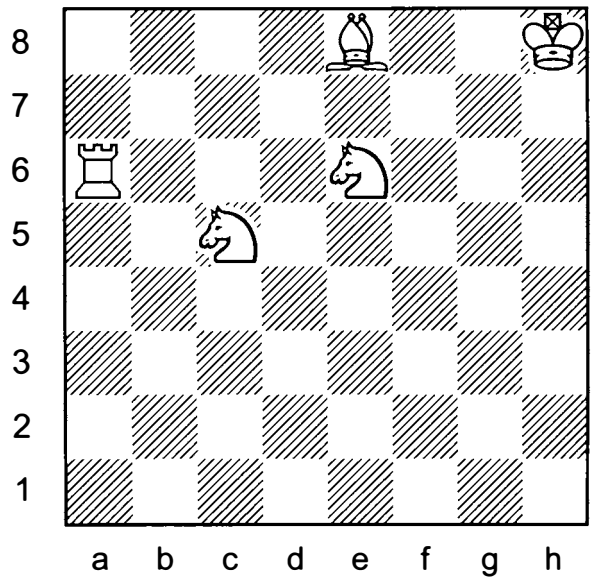
❸



KNIGHT MAZE IN 13

Only the white knight moves. Capture the black king in thirteen moves or less, without taking any pieces or moving where the knight can be taken.

❹



TRIPLE LOYD

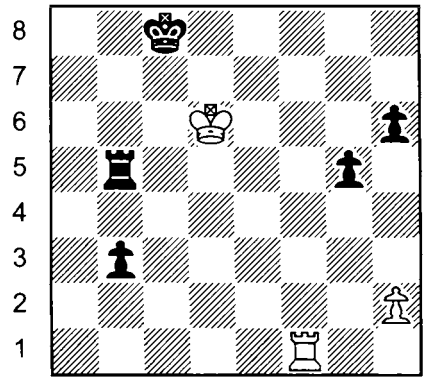
Place the black king in:

A checkmate
B stalemate
C mate in 1

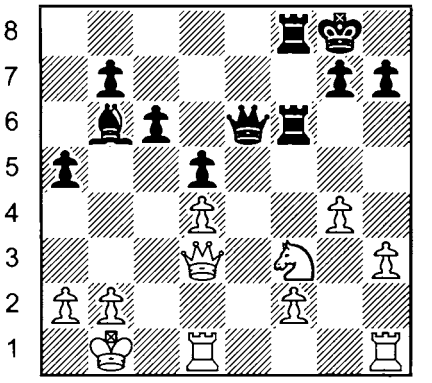
TACTICS 101

52

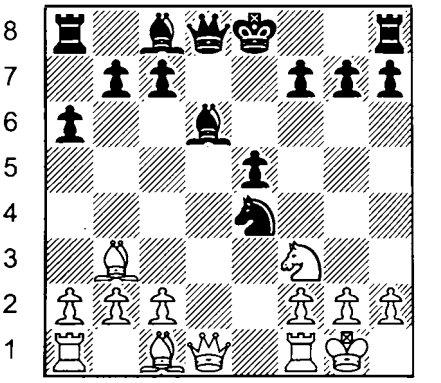
WHITE TO MOVE **FIND the DOUBLE ATTACKS** *WIN MATERIAL OR MATE*



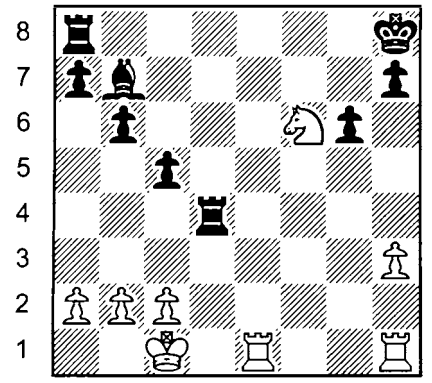
❶ a b c d e f g h



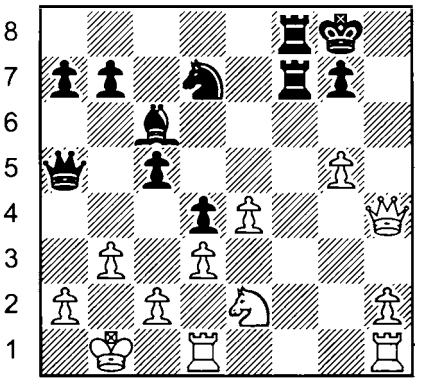
❷ a b c d e f g h



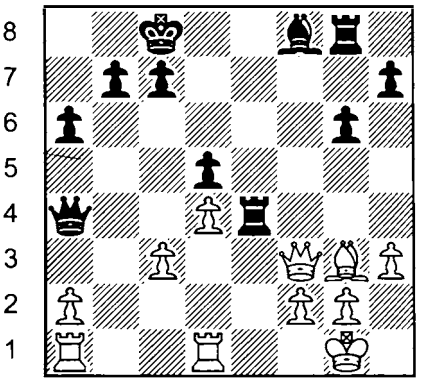
❸ a b c d e f g h



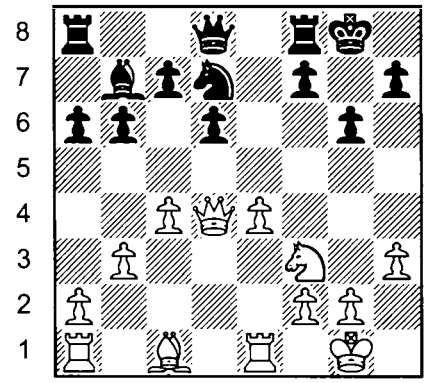
❹ a b c d e f g h



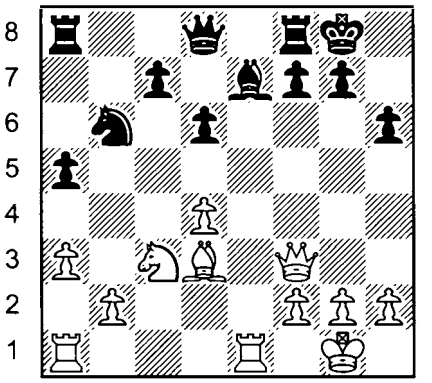
❺ a b c d e f g h



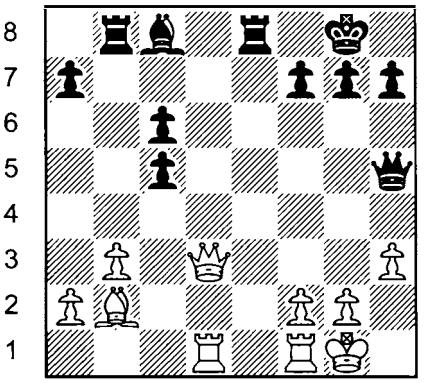
❻ a b c d e f g h



❼ a b c d e f g h



❽ a b c d e f g h



❾ a b c d e f g h

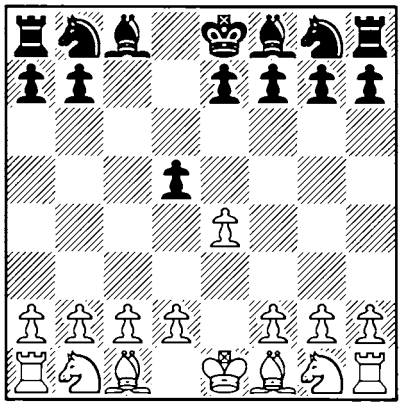
LILY'S PUZZLERS

RETRO #23

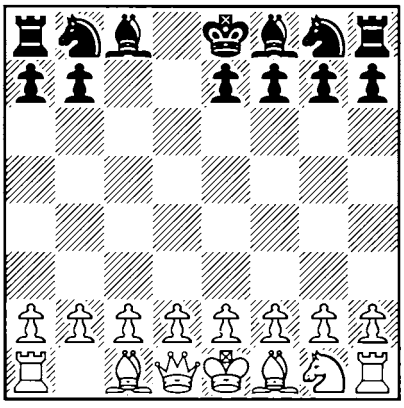
PROOF GAMES

Can you "prove" that these positions could be reached in a real game, after each player has made exactly 4 moves? Good luck! ☞ 296

27



28



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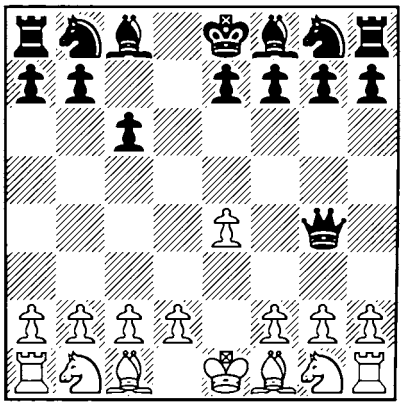


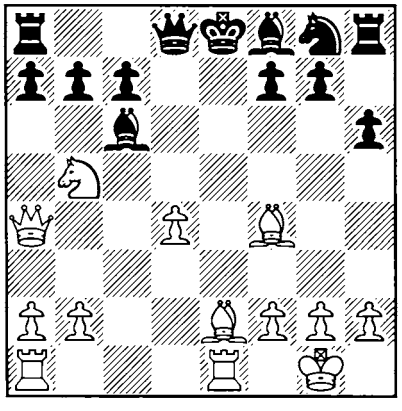
EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN. WHAT WERE THE MOVES?

HELPMATES

(26)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

1



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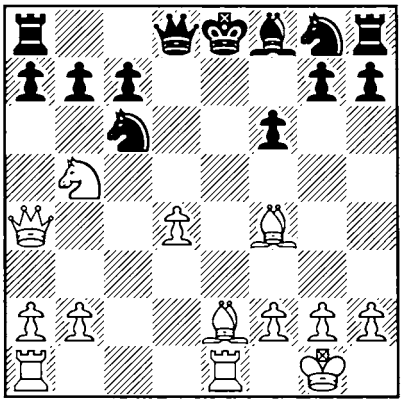
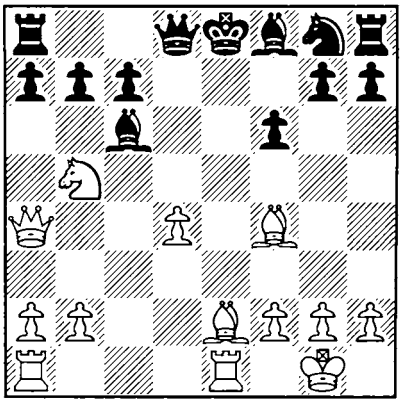


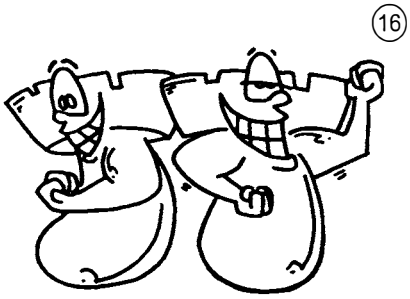
3



FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

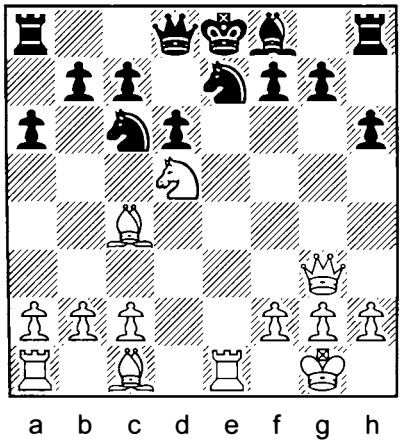
DOUBLE WHAMMY

16



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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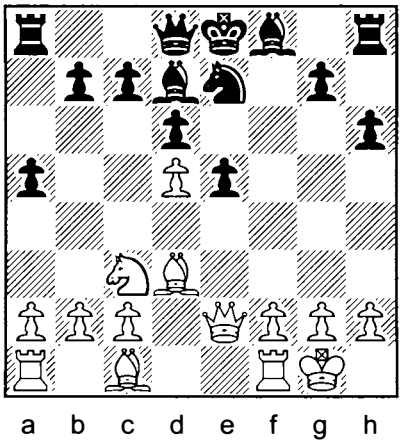

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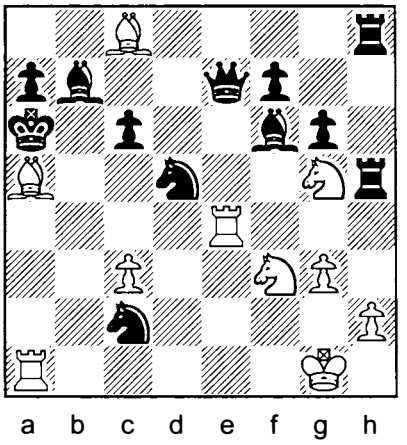


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHESS-O-WORD

49

WHERE DO YOU PLAY CHESS?

In this word search, you are looking for places where people can play chess.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be two letters not circled. Unscramble those 2 letters to answer the riddle.

HOME
FRIEND'S
SCHOOL
LIBRARY
CAFETERIA
GYM
COMMUNITY
HALL
TOURNAMENT
INTERNET
COMPUTER
DOWNTOWN
BEACH
CAMP
CLUB
HOTEL
CAFE
PARK
MOON
ZOO

Y T I N U M M O C A
R O R S C H O O L I
A U F E E M O H I R
R R H R T Z P N C E
B N C O I U T O L T
I A A K T E P O U E
L M E G R E N M B F
L E B N Y A L D O A
A N E C A M P U S C
H T N W O T N W O D

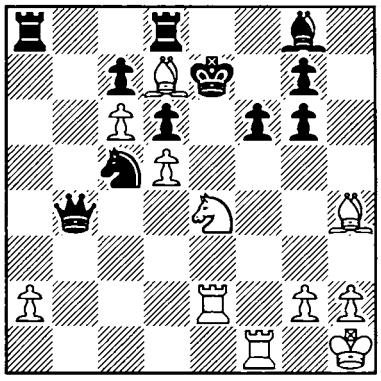
RIDDLE : ***What do you sign when you go to a tournament?***

_ _

☞ 304

MATE in TWO #50

❶



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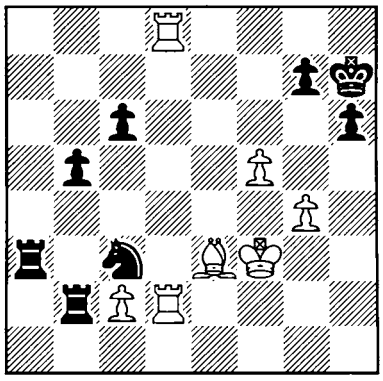

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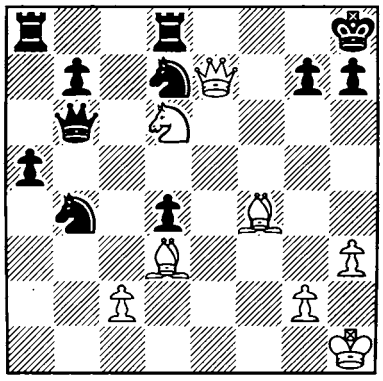

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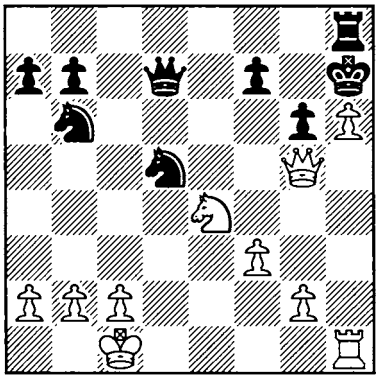

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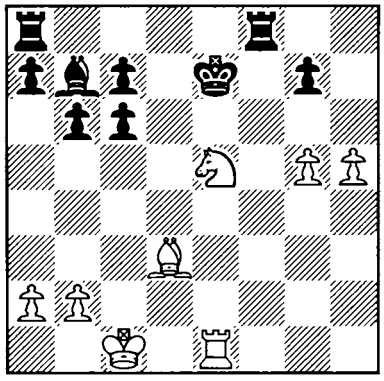

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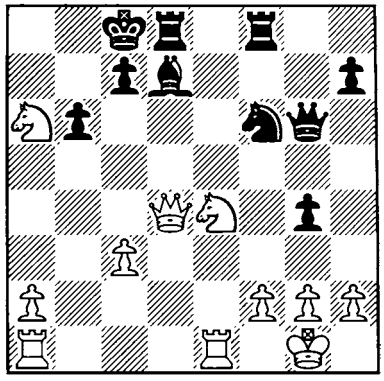

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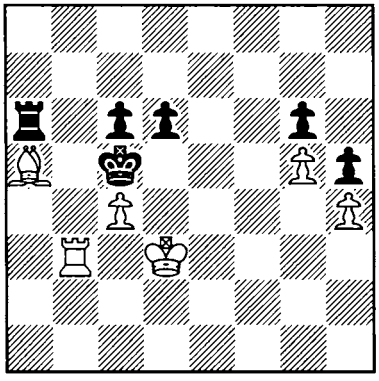

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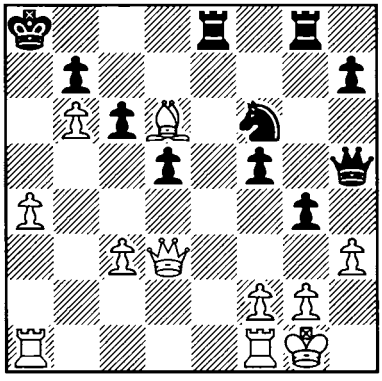

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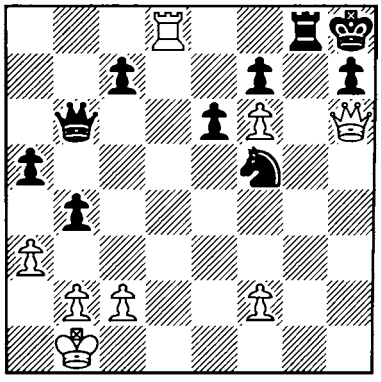


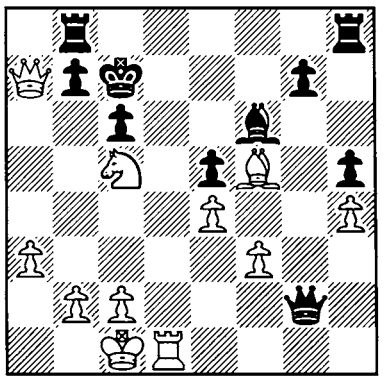
WHITE TO MOVE ☞ *255*

CHECKOLOGY 10

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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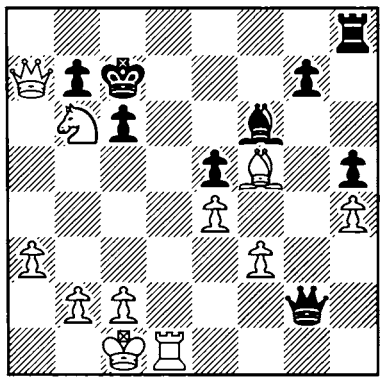

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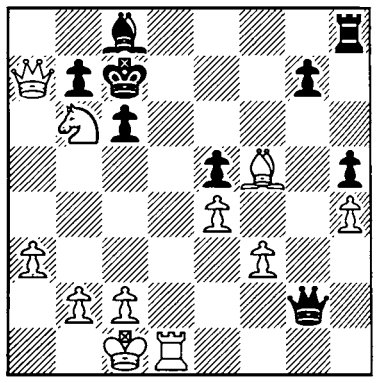
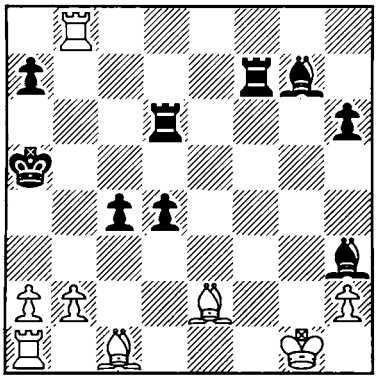


MATE in 2

❹



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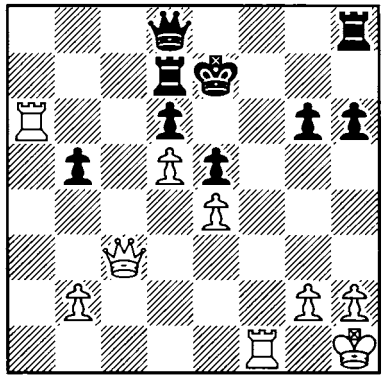

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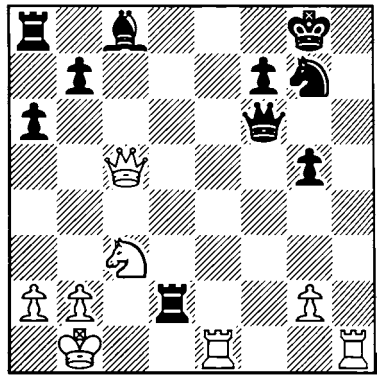
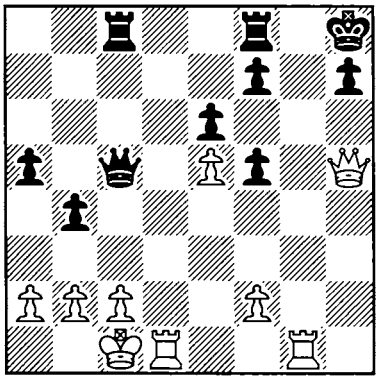


MATE in 3

❼



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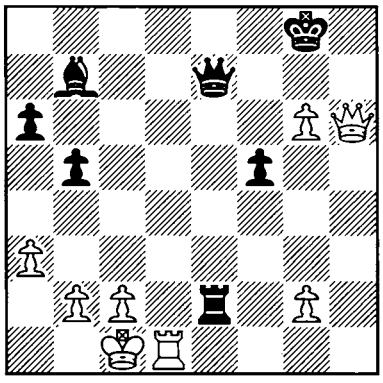

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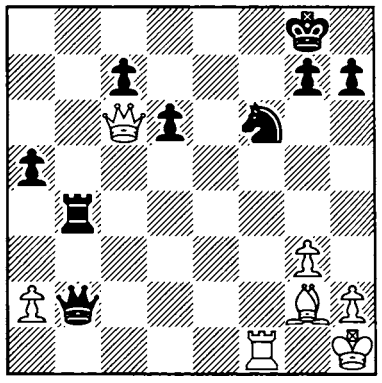
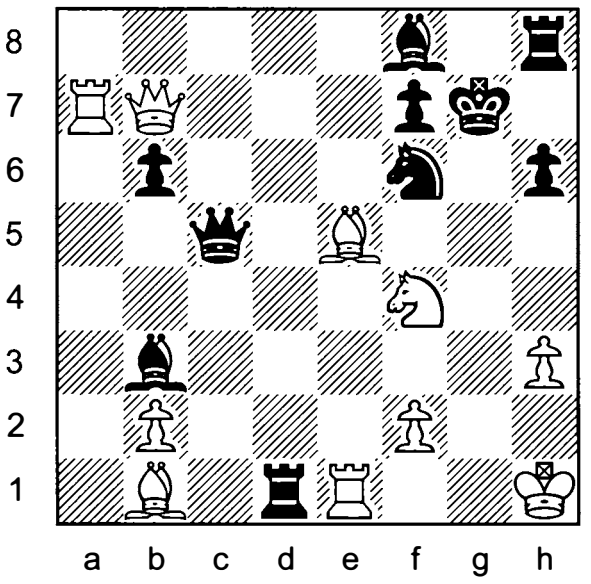


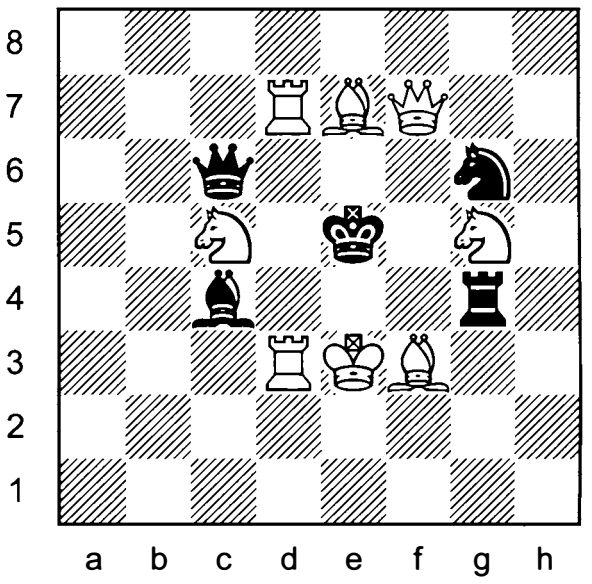
KIRIL'S KONTEST 70

❶



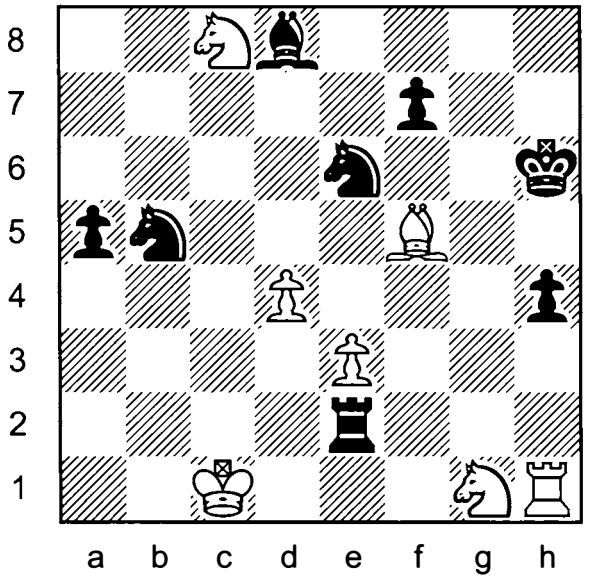
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

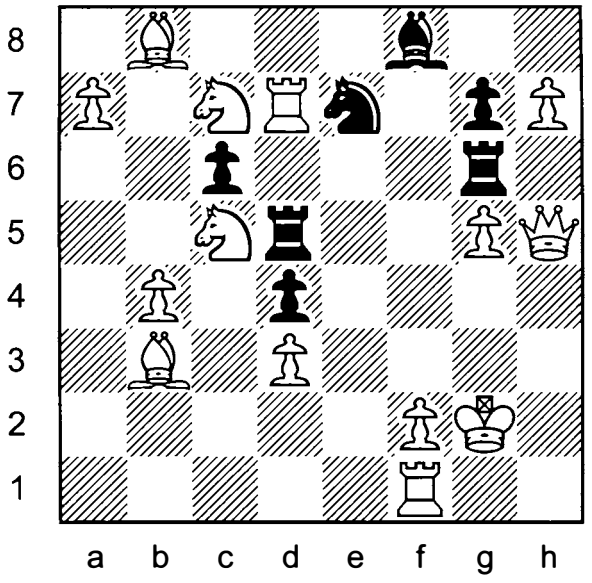
❸



ROOK MAZE IN 23

Only the white rook moves. Capture the black king in twenty-three moves or less, without taking any pieces or moving where the rook can be taken.

❹

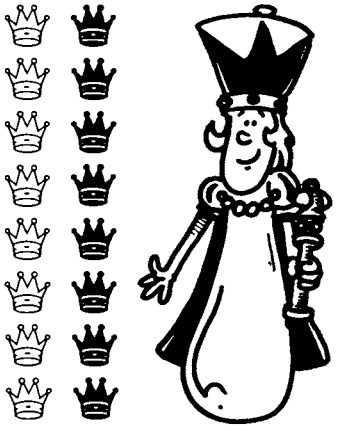


TRIPLE LOYD

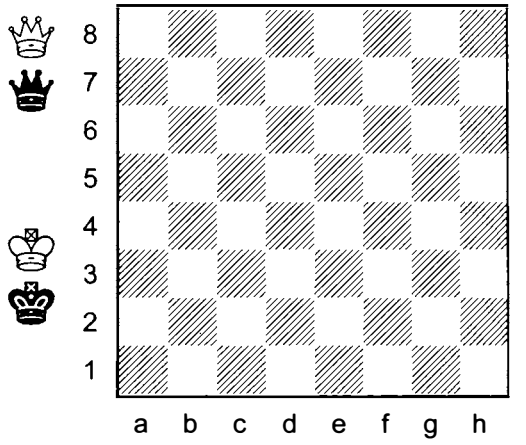
Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS



HI BOYS AND GIRLS!!
Can you put 8 queens of each colour on the board so that there are no possible captures?
If that's a bit too easy, then try 9 queens each. Still not tough enough? Then add two kings!
Good luck. ☞ 280



A. Place 8 white queens and 8 black queens on the board so that none of them attack a queen of the other colour.

B. Place 9 white queens and 9 black queens on the board so that none of them attack a queen of the other colour.

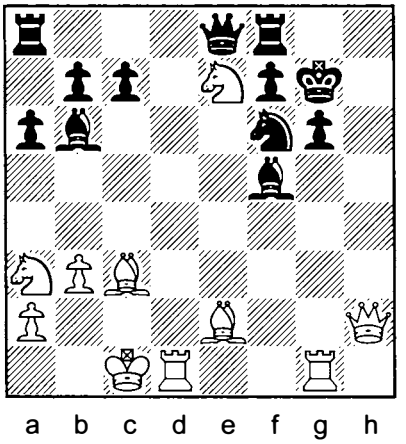
C. Place 9 white queens, 1 white king, 9 black queens, and 1 black king on the board so that none attack a piece of the other colour.

Switcheroos

(36)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 272

❶



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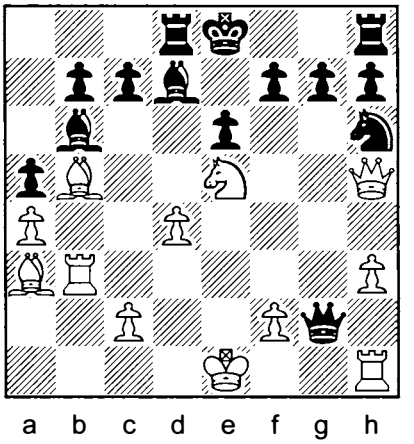

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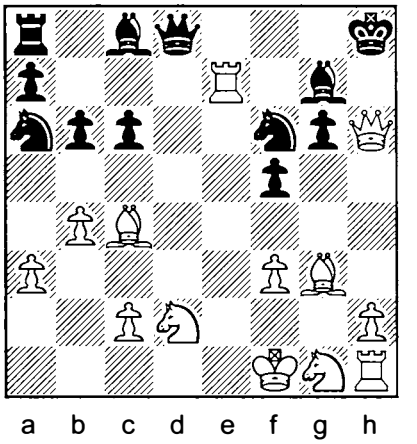
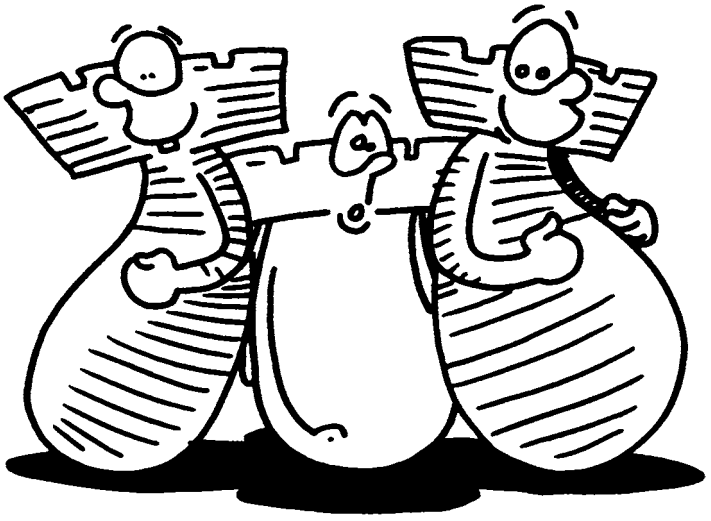
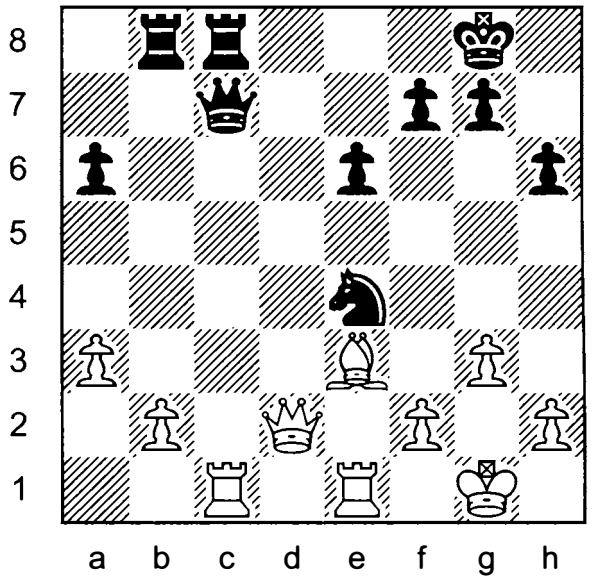


COMBO MOMBO !!

SPOTLIGHT ON ZWISCHENZUG





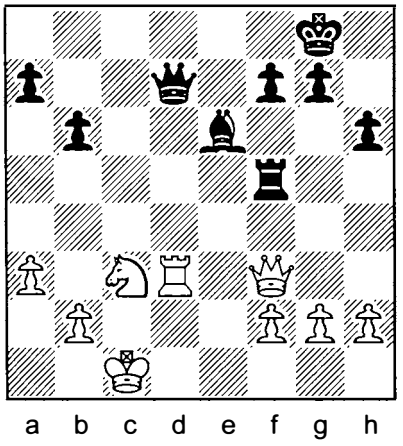
Hey there, combinators!

A *zwischenzug* is a tricky move that gets played in the middle of a trade. The opponent takes a piece, but before taking back, we play another move first.

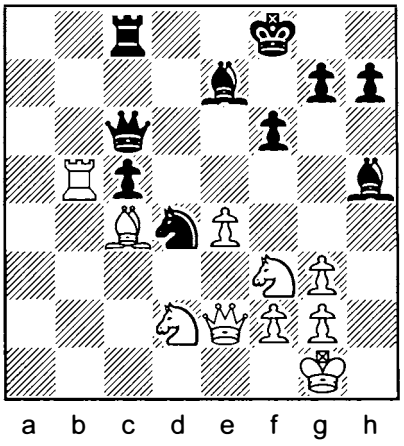
The *in-between move* is usually a check or a capture.

♔ In this position, both queens are under attack. After 1.Rxc7 Nxd2, the zwischenzug 2.Rxc8+! leaves white up a bishop after 2...Rxc8 3.Bxd2. (1...Rxc7 2.Qe2)

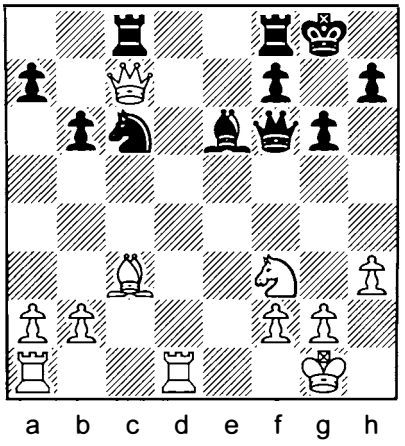
♚ Black to play can also score with an in-between move. 1...Nxd2 2.Rxc7 Nf3+! (*better than 2...Rxc7*) 3.Kf1 Rxc7. (Even worse is 3.Kg2 Nxe1+ 4.Kf1 Rxc7 5.Kxe1 Rxb2.)



❶ BLACK TO MOVE
Win Material



❷ WHITE TO MOVE
Win Material



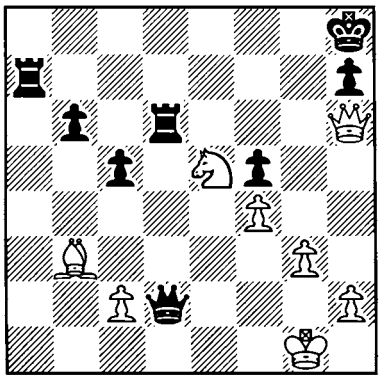
❸ BLACK TO MOVE
Win Material

CHECKOLOGY 11

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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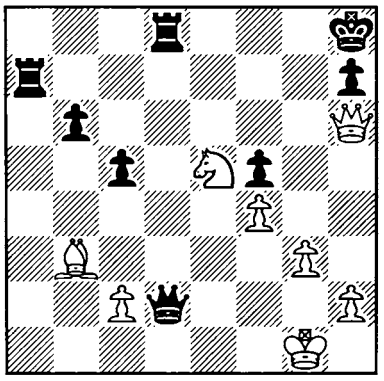

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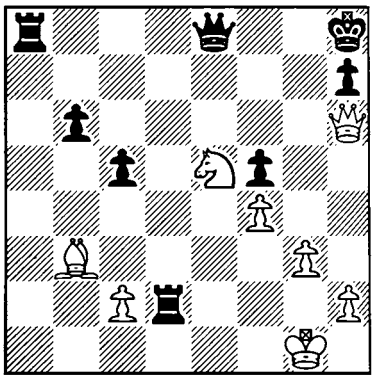
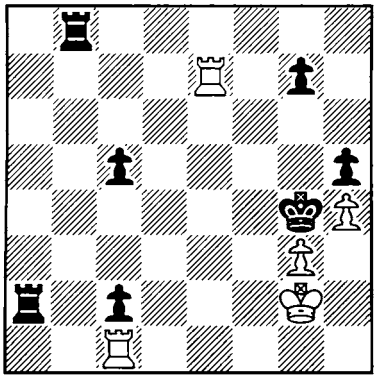


MATE in 2

❹



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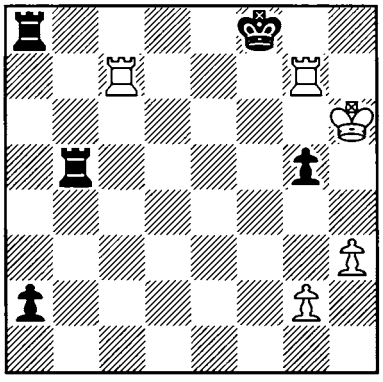

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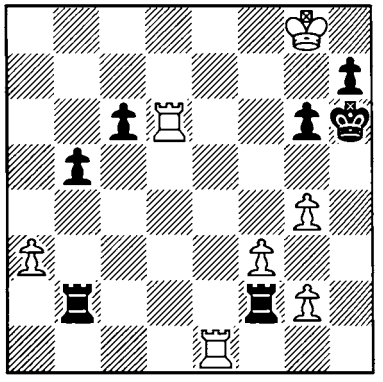
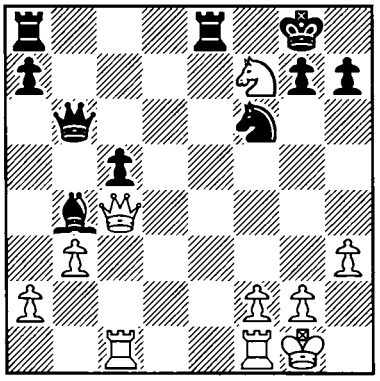


MATE in 3

❼



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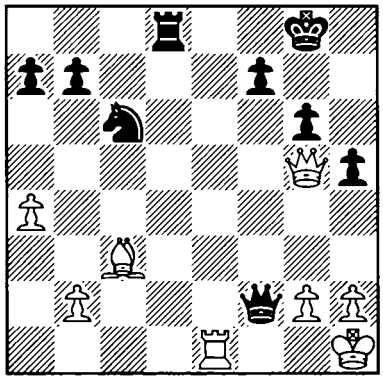

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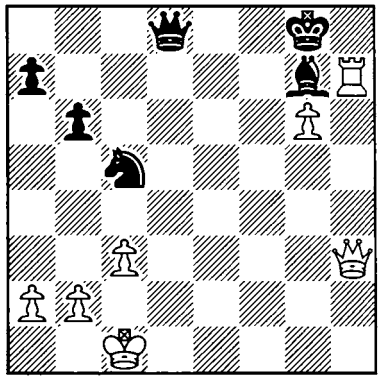
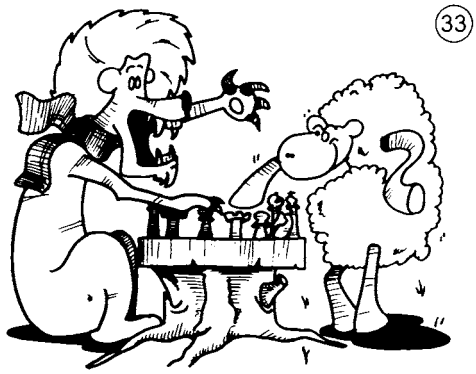


265 ☜ *WHITE TO MOVE*

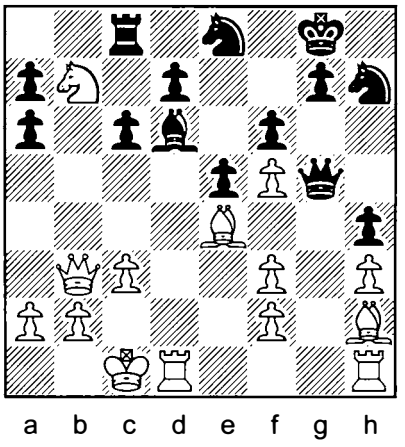
WHO'S THE GOOF?



(33)

Is your brain light shining bright? Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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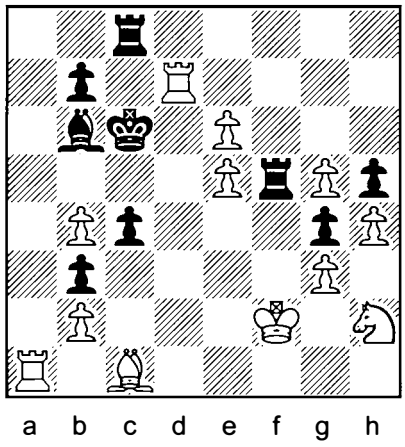

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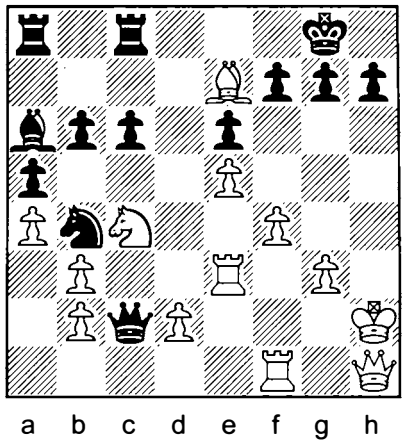
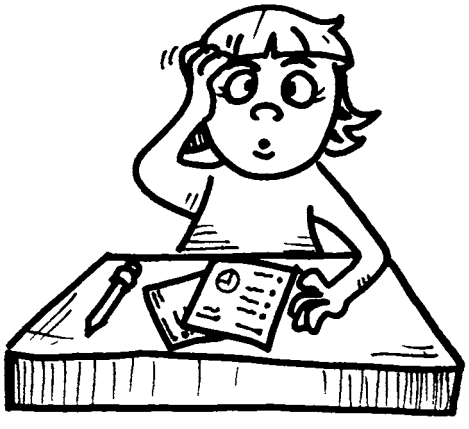


LILY'S PUZZLERS



SURPRISE, SURPRISE!!

There's a math quiz in your chess book! All the questions are about chess, so we hope you have fun solving them.

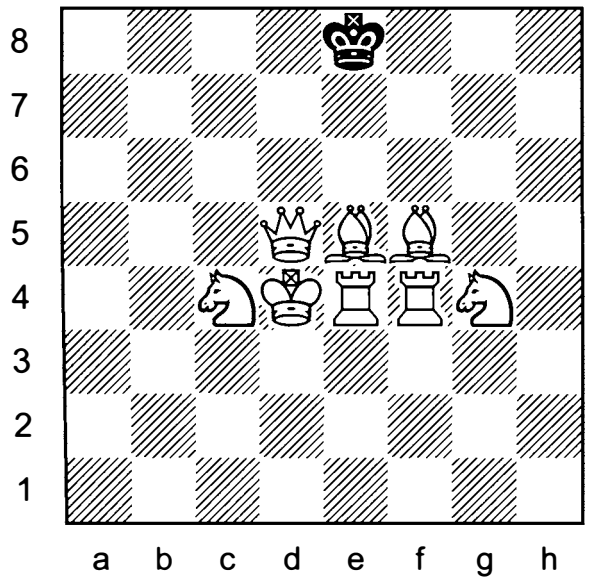
☞ 284

CHESS'N MATH QUIZ # 6

1. How many different positions are possible with only two kings on the board?
2. How many different positions are possible with two kings and a white rook?
3. In how many of the K + R vs. K positions is the black king in checkmate?
4. Let's say that you learn to play chess at age 4 and live to be a ripe old 104 years. Let's also say that you sleep a healthy 8 hours per day and spend the rest of your time playing chess! If each of your games lasts 1 hour, how many games of chess can you play in one lifetime?

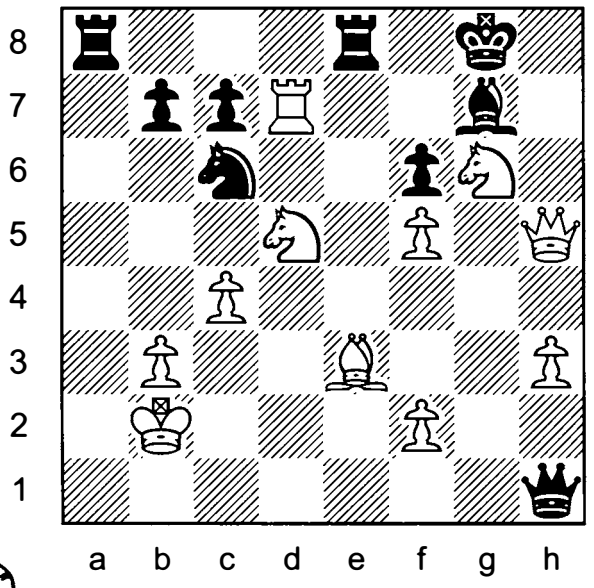
KIRIL'S KONTEST 71

❶



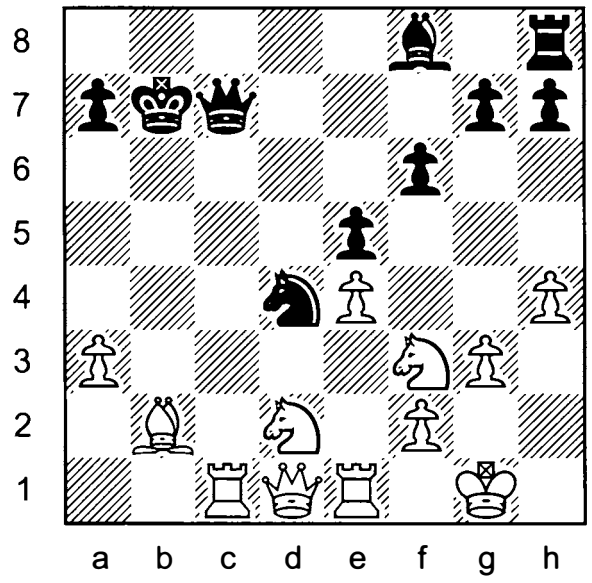
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

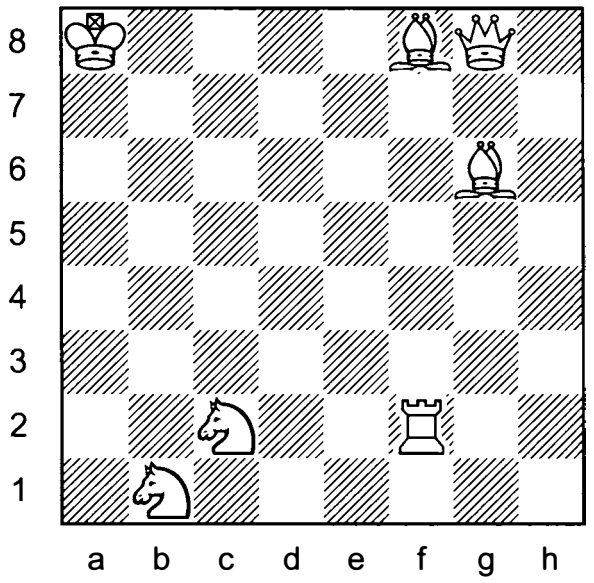
❸



QUEEN MAZE IN 11

Only the white queen moves. Capture the black king in eleven moves or less, without taking any pieces or moving where the queen can be taken.

❹

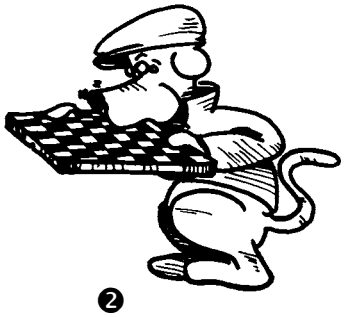


TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS



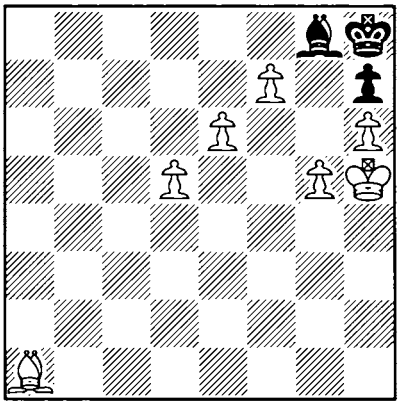
RETRO #24 ☞ 297

These retro puzzles will definitely challenge your powers of deduction.

Can anybody solve the "Case of the Vanishing Pawns"?

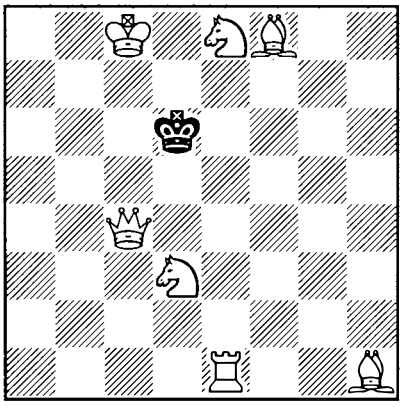
Good luck!!

❶



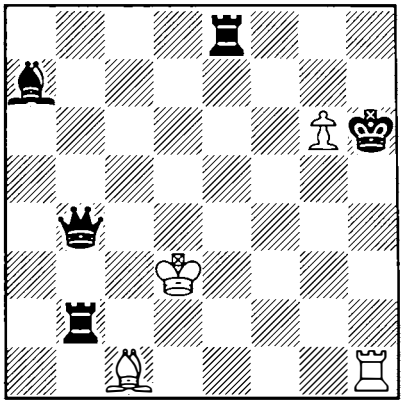
WHAT WERE THE LAST 4 MOVES?

❷



WHAT WERE THE LAST 5 MOVES?

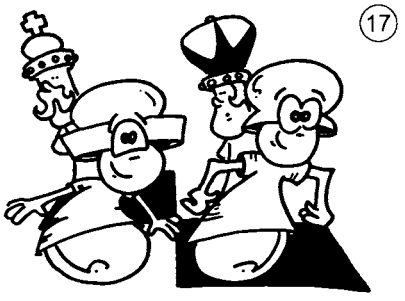
❸



WHAT WERE THE LAST 6 MOVES?

IF THERE WAS A CAPTURE, WHICH KIND OF PIECE WAS TAKEN?

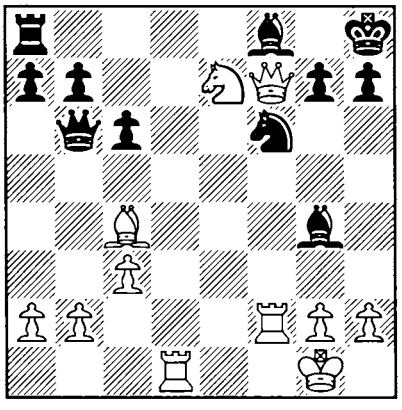
DOUBLE WHAMMY



(17)

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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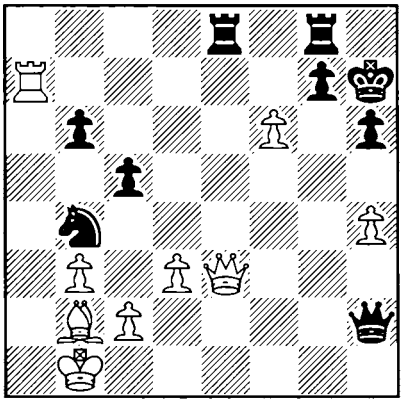

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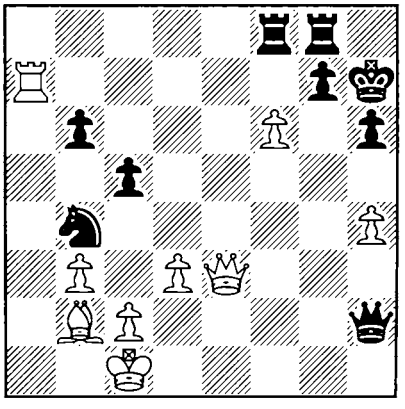
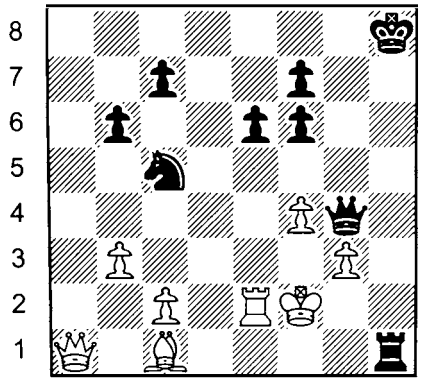


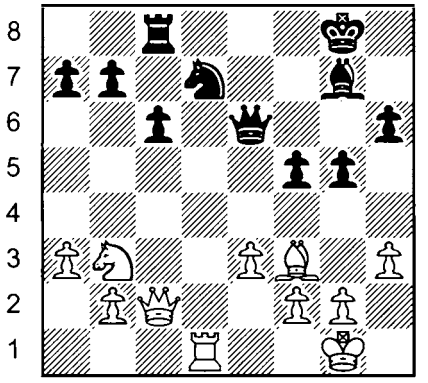
WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

TACTICS 101

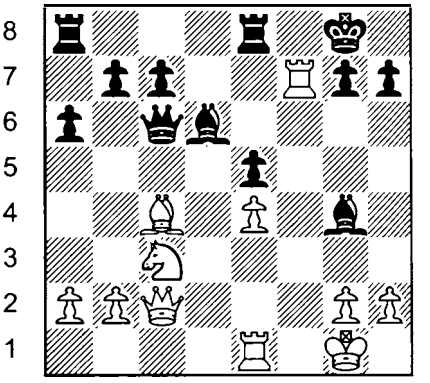
WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



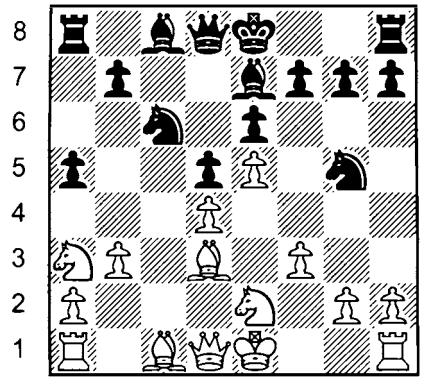
❶ a b c d e f g h



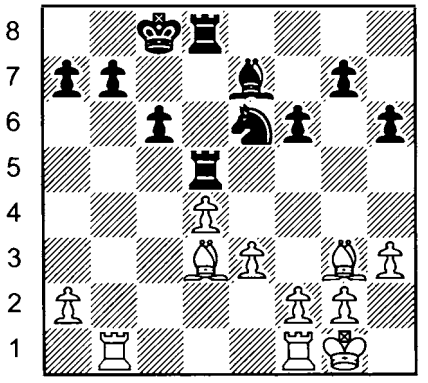
❷ a b c d e f g h



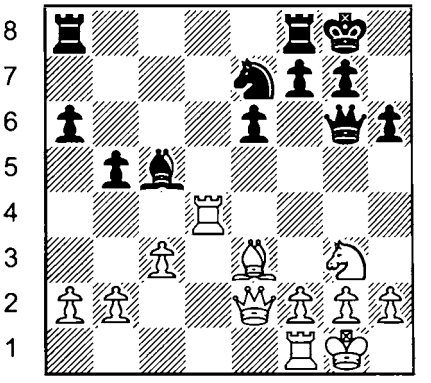
❸ a b c d e f g h



❹ a b c d e f g h



❺ a b c d e f g h



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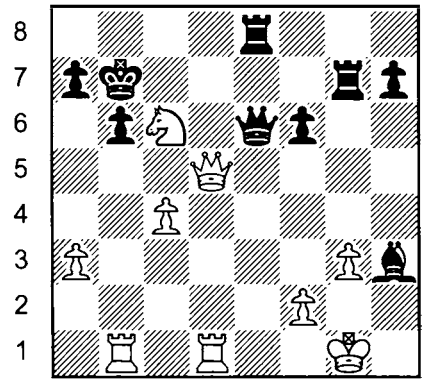

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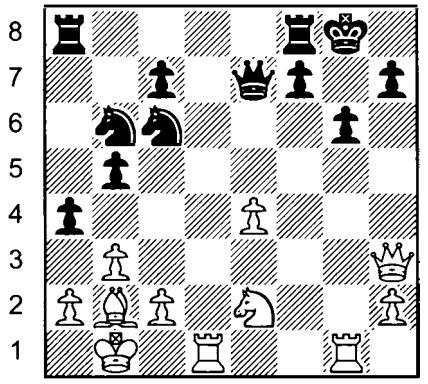
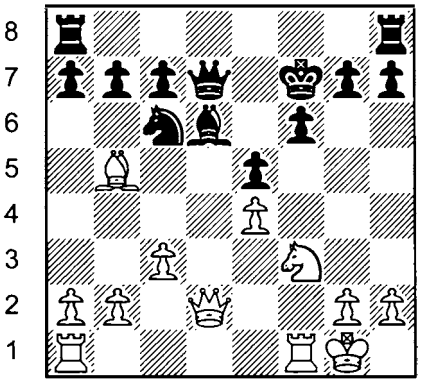


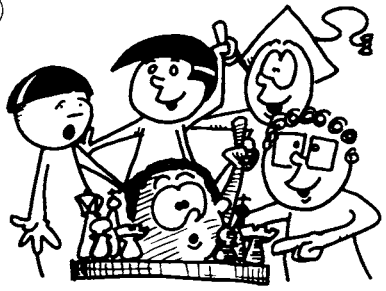
❽ a b c d e f g h



❾ a b c d e f g h

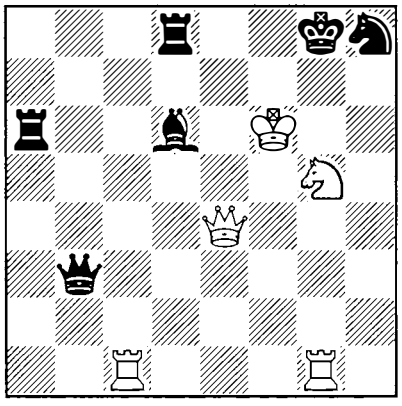
HELPMATES

(27)



In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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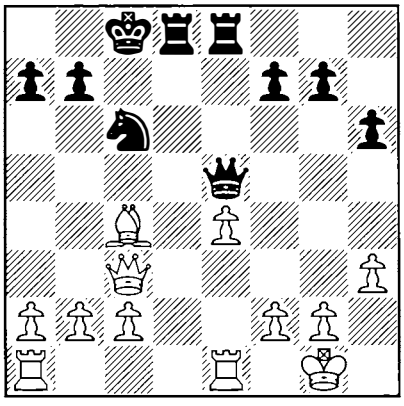

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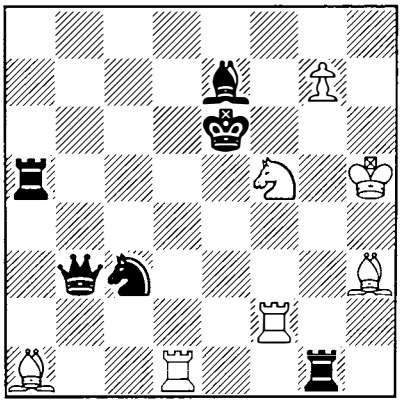


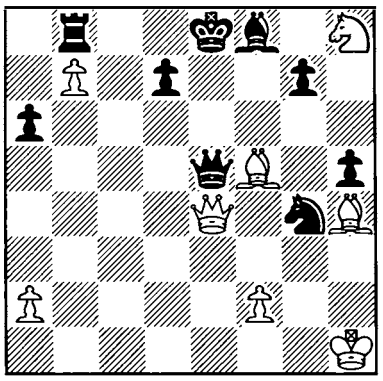
FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

CHECKOLOGY 12

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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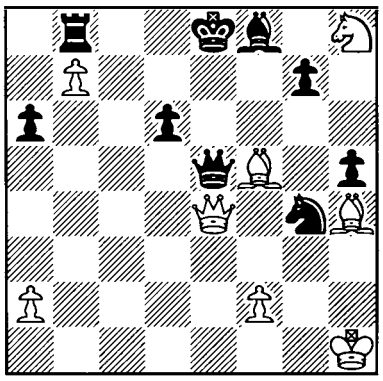

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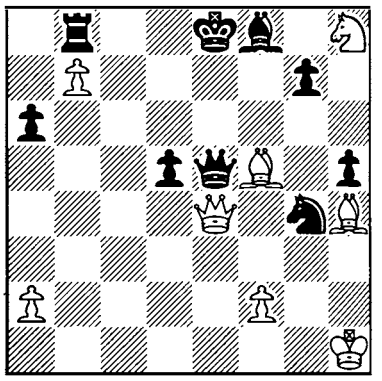
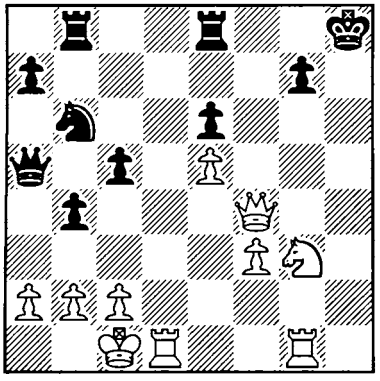


MATE in 2

❹



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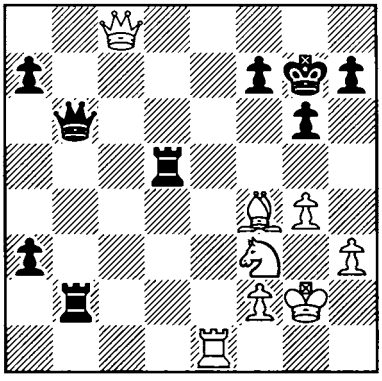

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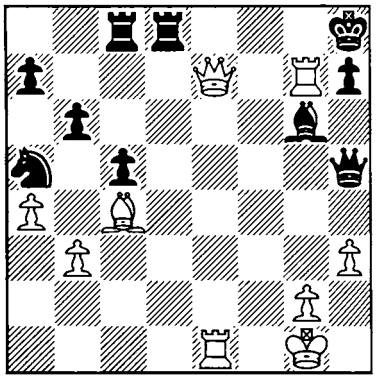
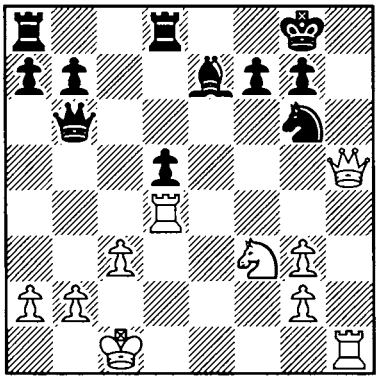


MATE in 3

❼



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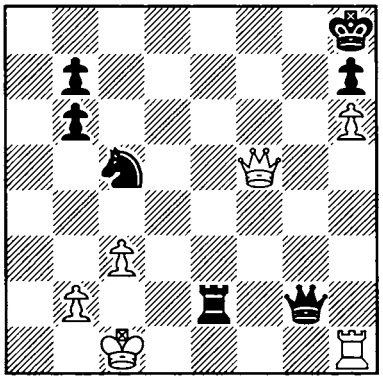

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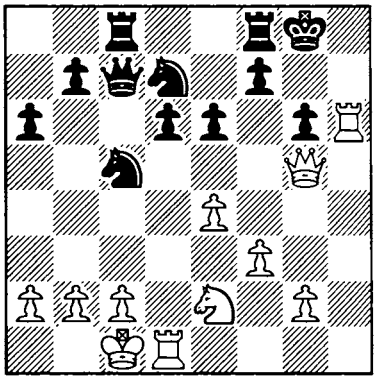
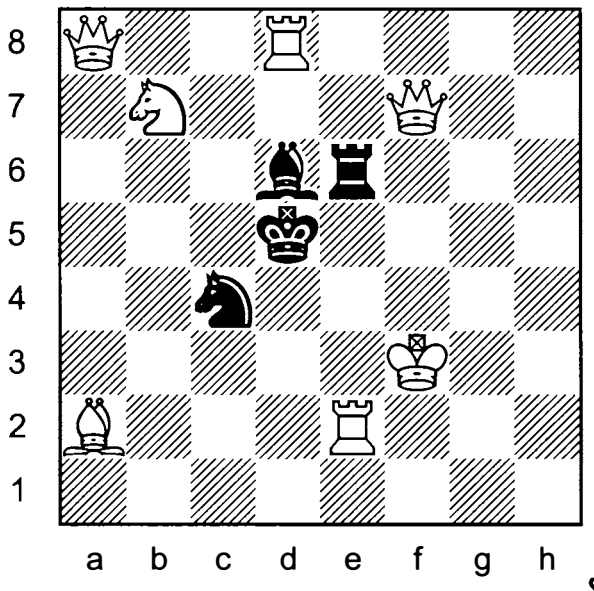


265 ☜ WHITE TO MOVE

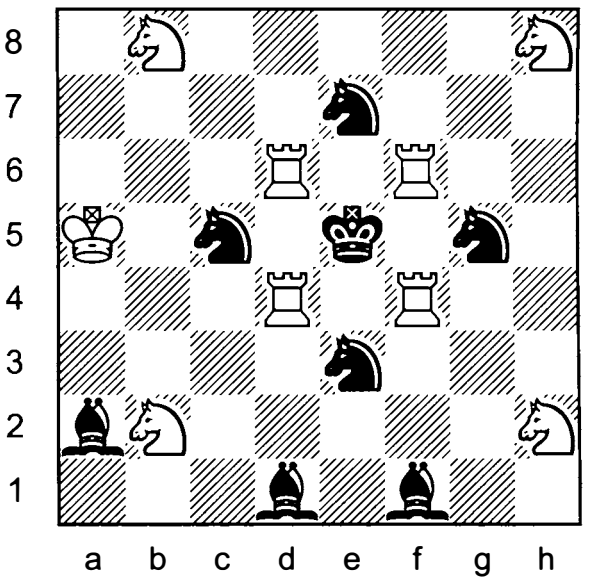
KIRIL'S KONTEST 72

❶



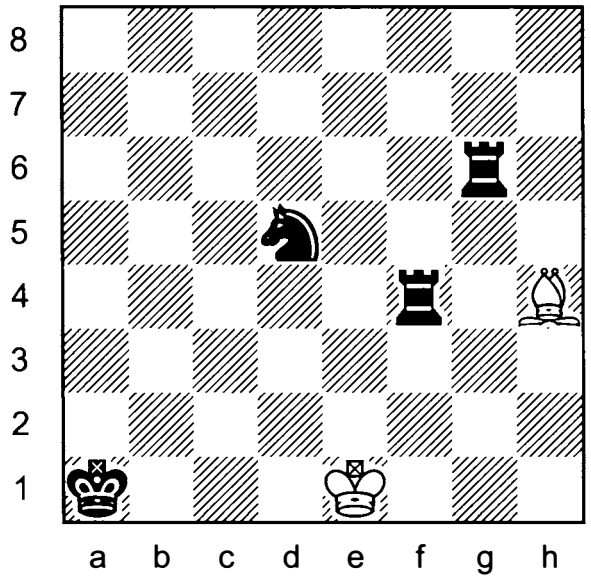
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

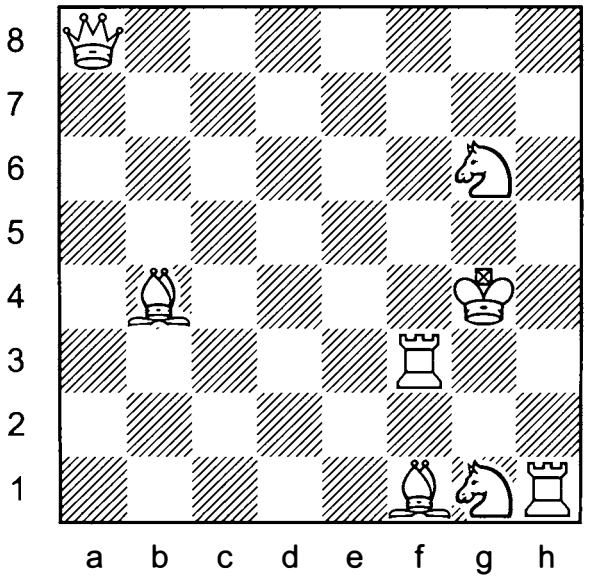
❸



BISHOP MAZE IN 10

Only the white bishop moves. Capture the black king in ten moves or less, without taking any pieces or moving where the bishop can be taken.

❹



TRIPLE LOYD

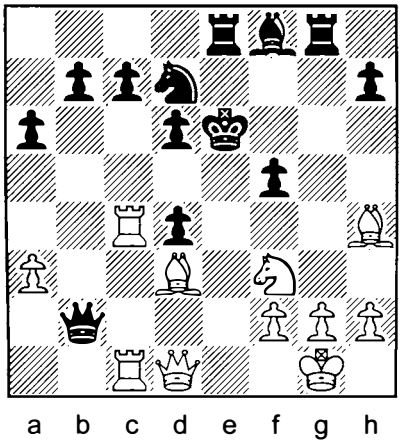
Place the black king in:

A checkmate
B stalemate
C mate in 1

Switcheroos (37)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 273

❶



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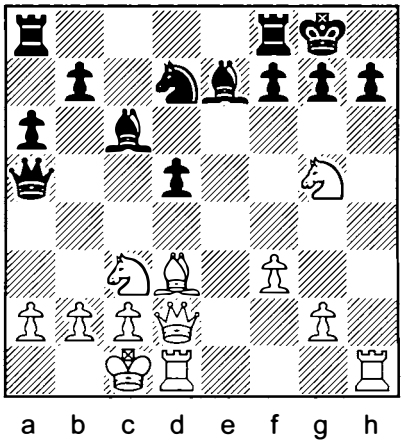

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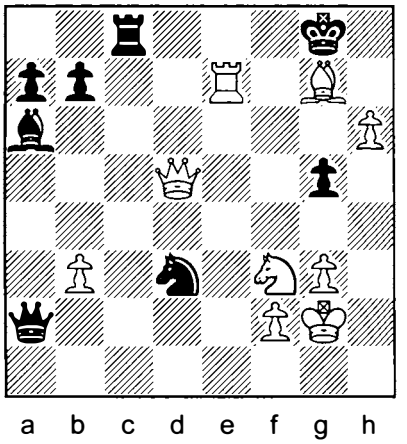


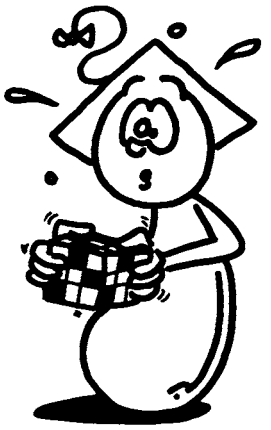
CHESS-O-WORD (50)

WHAT DO CHESS PLAYERS GET CALLED?

In this word search, you are looking for names that describe chess players.

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be two letters not circled. Unscramble those 2 letters to answer the riddle.

CHAMPION
RUNNER-UP
BEGINNER
WOODPUSHER
BRAINER
GENIUS
MASTER
EXPERT
CLASS B
PATZER
NERD
WHITE
BLACK
WINNER
LOSER
CAPTAIN
RABBIT
FISH
BUD
STAR
PAL
DAD



R	E	N	N	I	G	E	B	N	L
E	T	I	H	W	G	X	S	O	A
H	I	F	I	S	H	P	S	I	P
S	B	L	A	C	K	E	A	P	U
U	B	U	D	M	R	R	L	M	R
P	A	T	Z	E	R	T	C	A	E
D	R	E	N	I	A	R	B	H	N
O	A	N	I	A	T	P	A	C	N
O	I	D	M	A	S	T	E	R	U
W	G	E	N	I	U	S	T	A	R

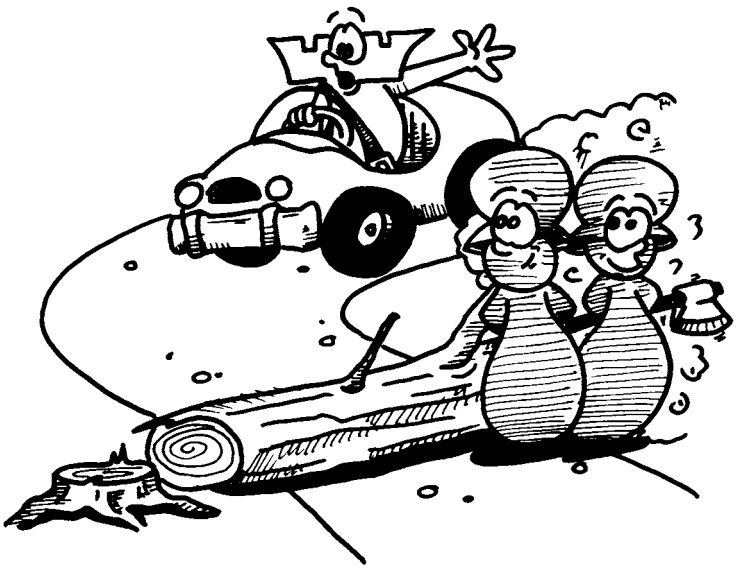
RIDDLE : ***What is the difference between a "grandmaster" and a "snared rat"?***

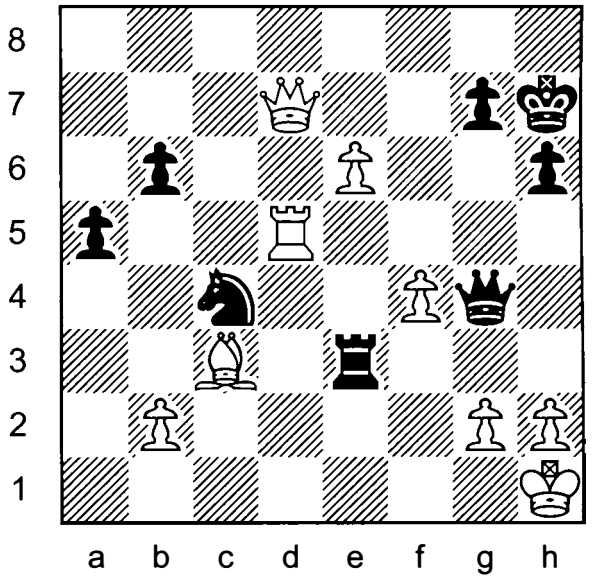
_ _

☞ 304

COMBO MOMBO!!

SPOTLIGHT ON OBSTRUCTION

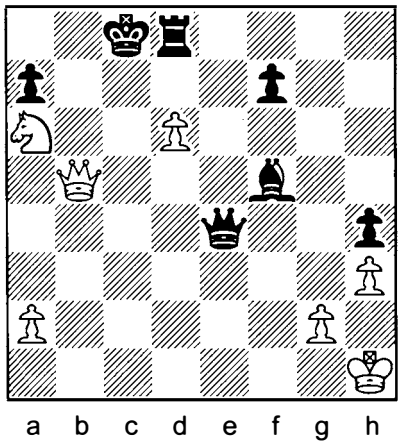




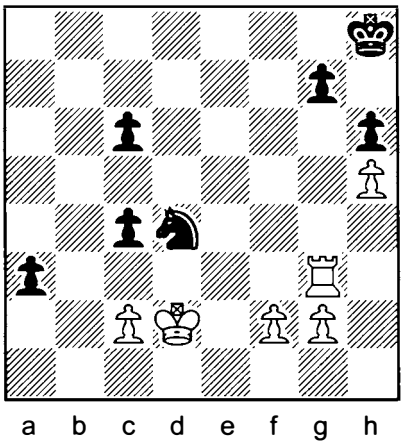
Obstruction is a tactic where a piece is sacrificed in order to block a square. The goal is to close a line of defence or block an escape square by forcing the opponent's pieces to get in their own way.

♚ Black wins by 1...Nd2!, closing the two lines of defence that pass through d2. If 2.Rxd2, the diagonal from c3 to e1 remains closed, and 2...Re1# is mate. Similarly, 2.Bxd2 leaves the d-file closed and allows 2...Qd1+ 3.Be1 Qxe1#. (No better is 2.Qxg7+ Qxg7 3.Bxg7 Re1#.)

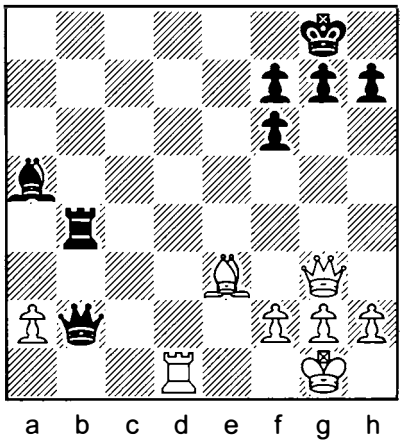
♔ White to play sacks a rook to block the black queen's defence of g7. 1.Rg5! hxg5 2.Qxg7# (1...Re1+ 2.Bxe1 hxg5 3.Qd3+ Kg8 4.Qxc4)



❶ WHITE TO MOVE
Mate in 2



❷ BLACK TO MOVE
Win Material



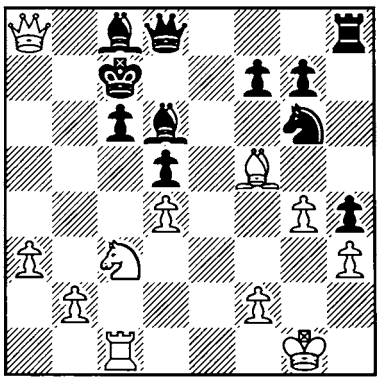
❸ WHITE TO MOVE
Win Material

CHECKOLOGY 13

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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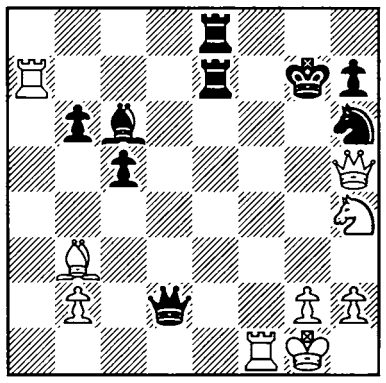

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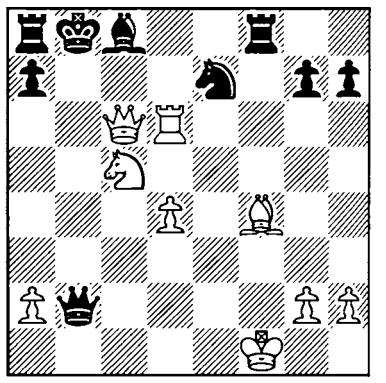
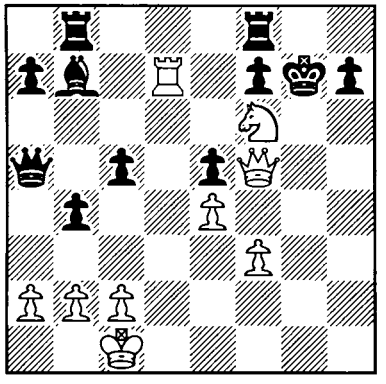


MATE in 2

❹



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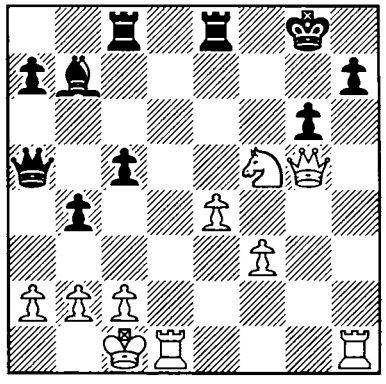

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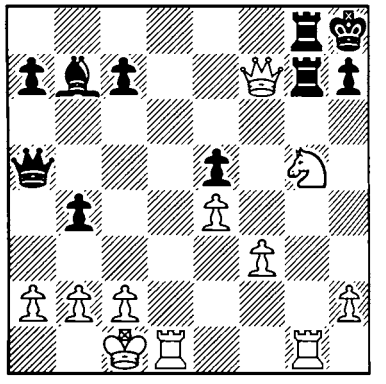
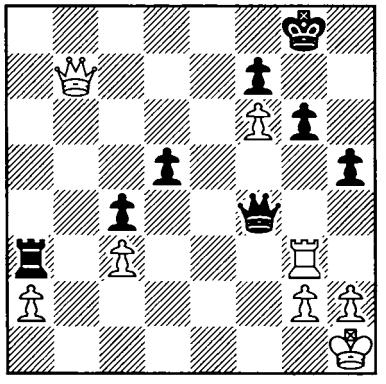


MATE in 3

❼



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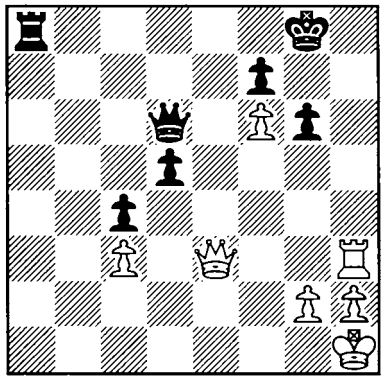

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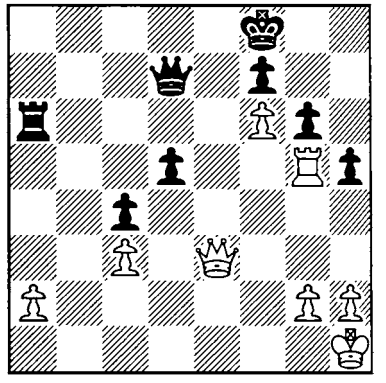
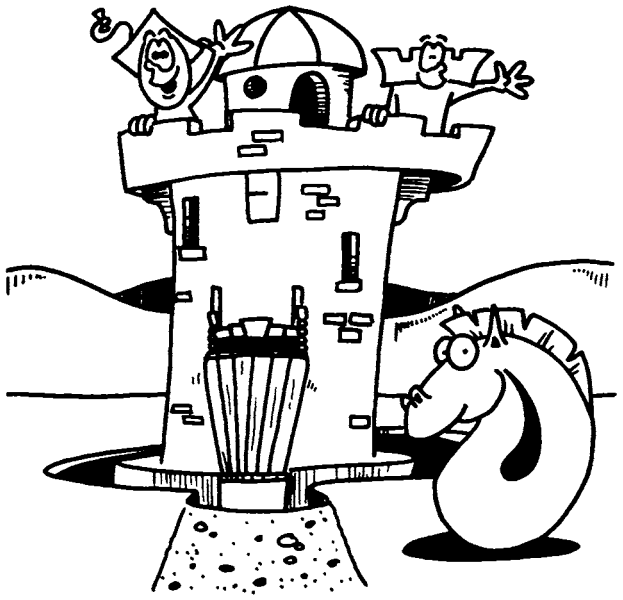
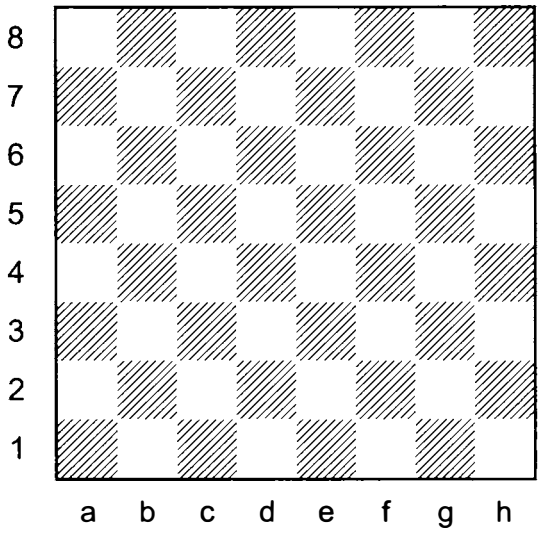


LILY'S PUZZLERS

MAXIMIZER #8





USING THE PIECES SHOWN BELOW, MAKE UP POSITIONS WITH THE MOST POSSIBLE MATE IN 1's

A.
1. without discovered checks
2. discovered checks allowed

B.
1. without discovered checks
2. discovered checks allowed

C.
1. without discovered checks
2. discovered checks allowed

D.
1. without discovered checks
2. discovered checks allowed

E.
1. without discovered checks
2. discovered checks allowed

F.
1. without discovered checks
2. discovered checks allowed

G.
1. without discovered checks
2. discovered checks allowed

HI BOYS AND GIRLS!!

Here are some more maximizer puzzles. As usual, your goal is to make up positions where white has the maximum number of *mates in 1*. There are no queens this time, so there will be fewer mates. But it can still be a challenge to get the "max" results.

Each maximizer uses a different group of pieces and has two parts. In part 1, discovered checks are not allowed. In part 2, they are allowed.

Positions must be legal. Make sure they could happen in a "real game". For example, if black was in double check on the last turn, was there a legal move by white?

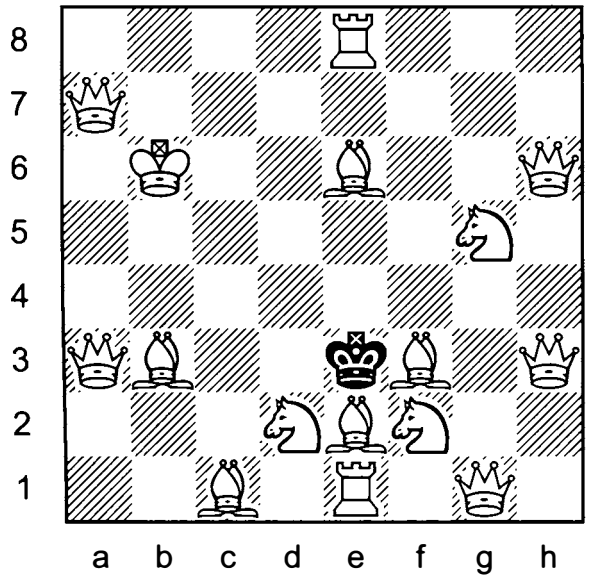
Check out the current records. Did you break the old mark?

LILY'S RECORDS ☞ *282*

More about Maximizers ☞ *281*

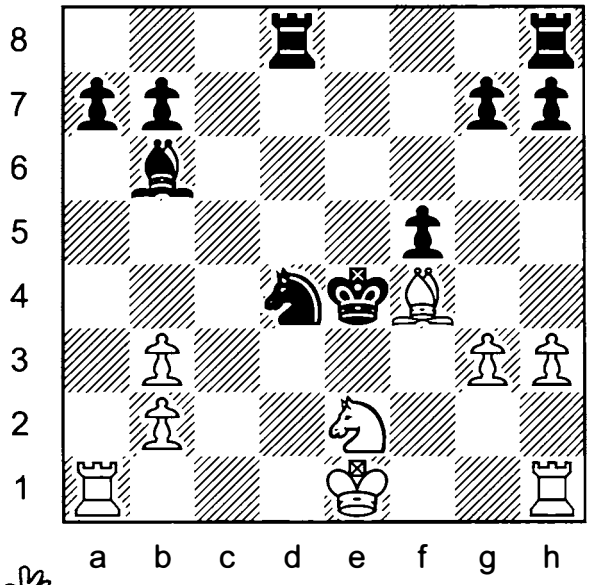
KIRIL'S KONTEST 73

❶



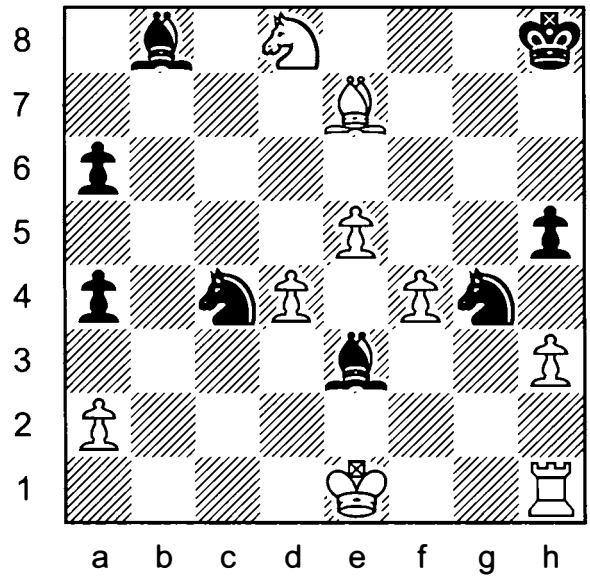
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

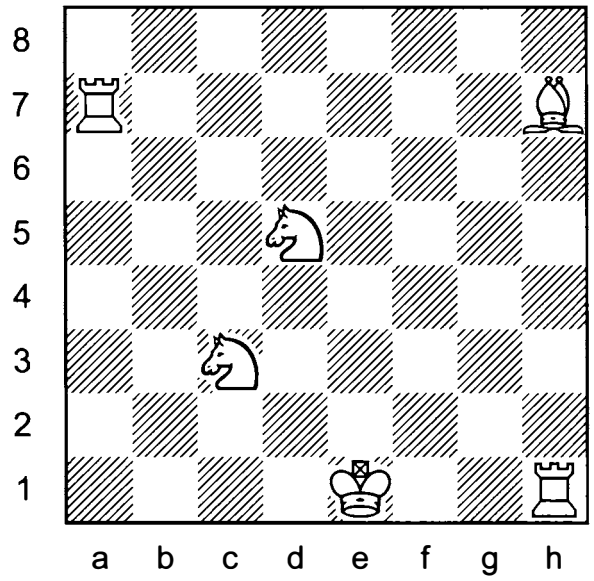
❸



ROOK MAZE IN 19

Only the white rook moves. Capture the black king in nineteen moves or less, without taking any pieces or moving where the rook can be taken.

❹



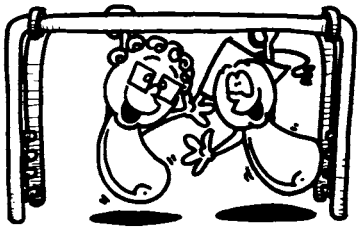
TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

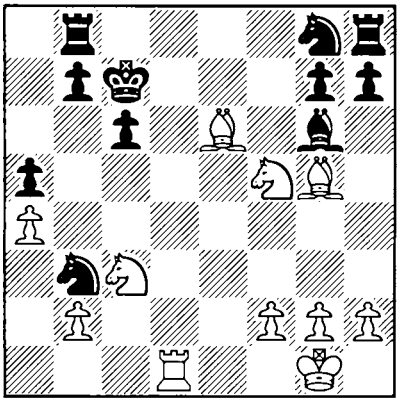
DOUBLE WHAMMY

18

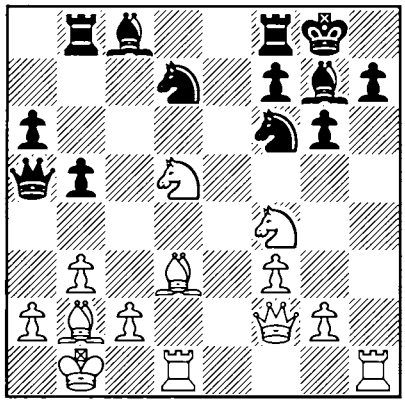


In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



❷



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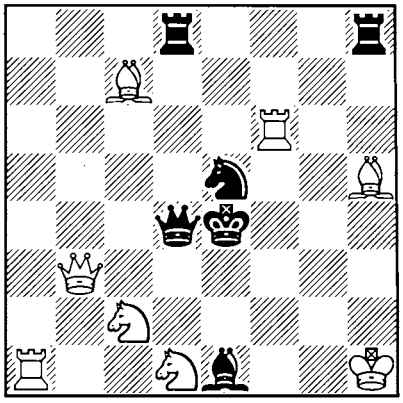
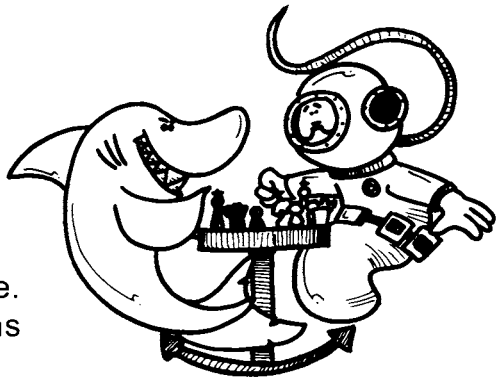


WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

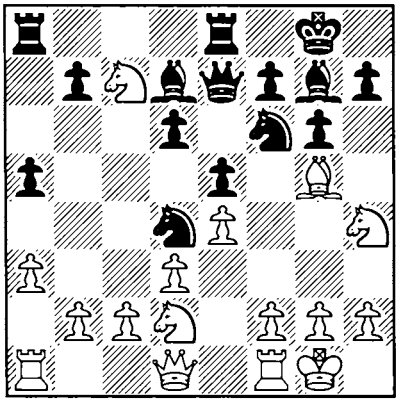
WHO'S THE GOOF?

34



Ready for a challenge? Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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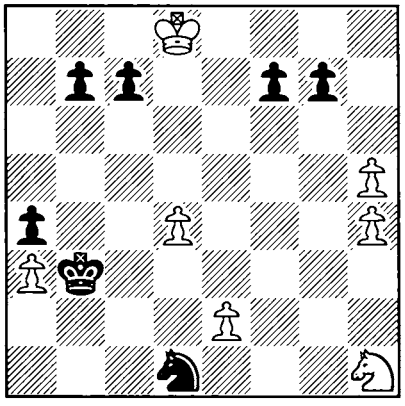
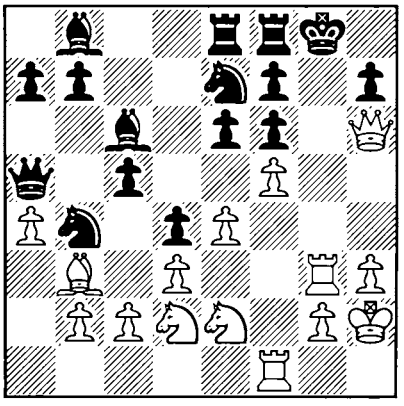
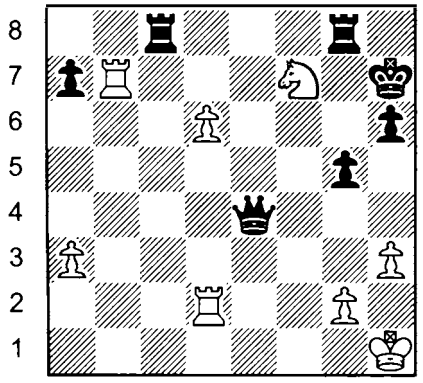


❸

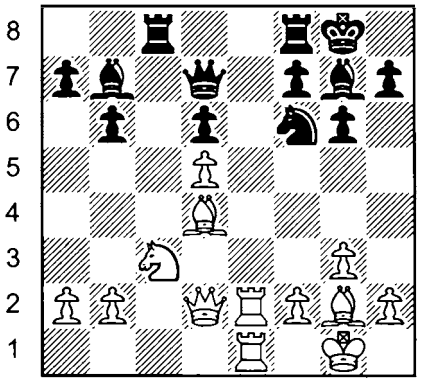


TACTICS 101

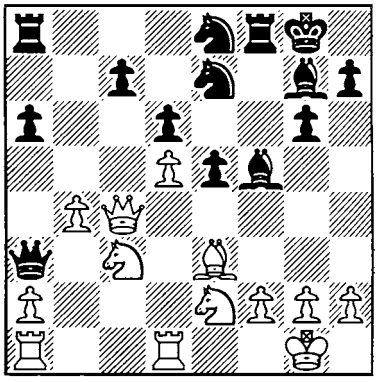
WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



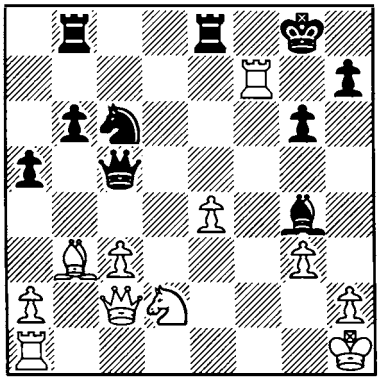
❶ a b c d e f g h



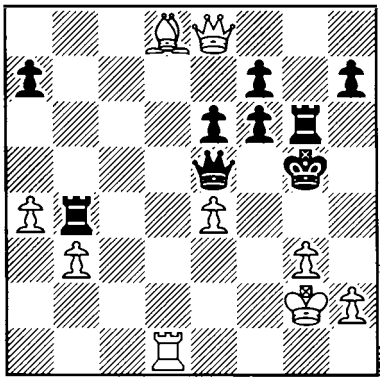
❷ a b c d e f g h



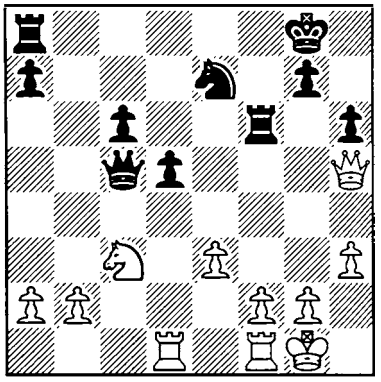
❸ a b c d e f g h



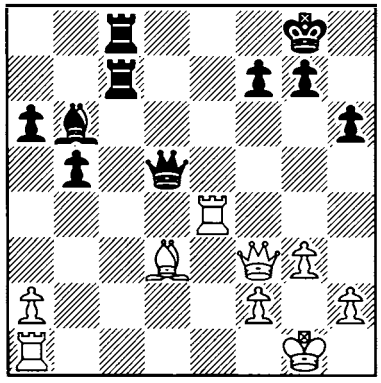
❹ a b c d e f g h



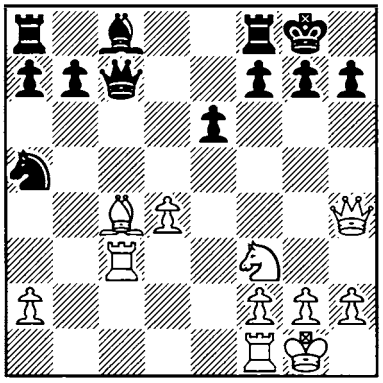
❺ a b c d e f g h



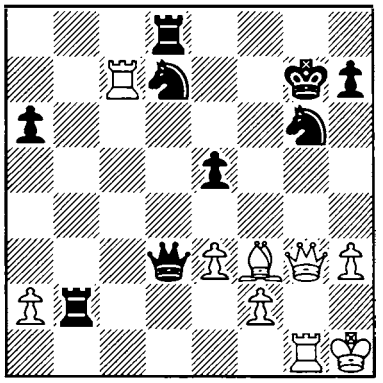
❻ a b c d e f g h



❼ a b c d e f g h



❽ a b c d e f g h



❾ a b c d e f g h

LILY'S PUZZLERS

RETRO #25 ☞ 297

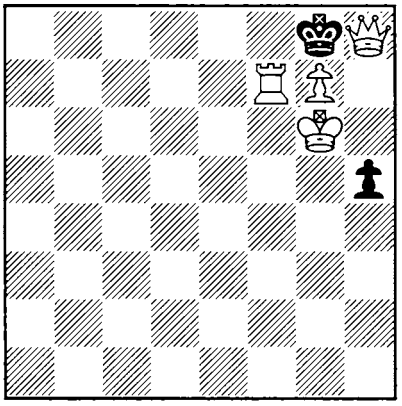
Youths and sleuths, hello!

These three puzzles are sure to test your observation skills. Can you find all the clues?

It's the "Unusual Case of the Undetectable Pieces".

Good luck!!

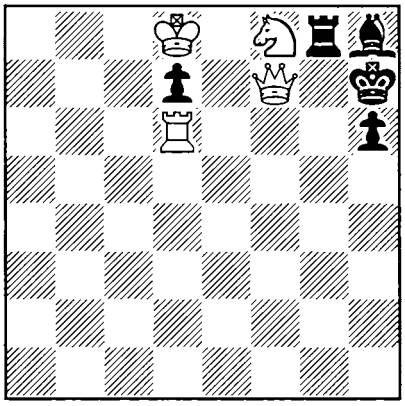
❶



a b c d e f g h

WHAT WERE THE LAST 2 MOVES?

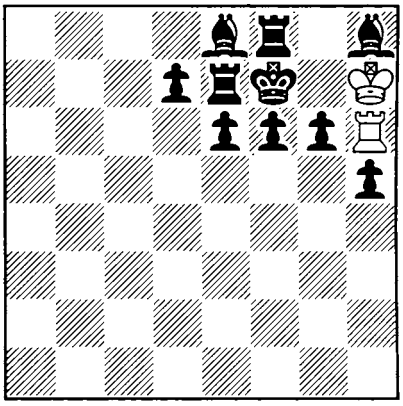
❷



a b c d e f g h

WHAT WERE THE LAST 2 MOVES?

❸



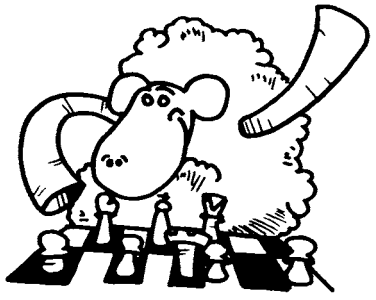
a b c d e f g h

WHAT WERE THE LAST 5 MOVES?

IF THERE WAS A CAPTURE, WHICH KIND OF PIECE WAS TAKEN?

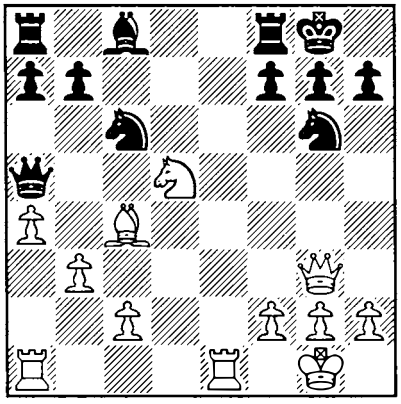
HELPMATES

(28)



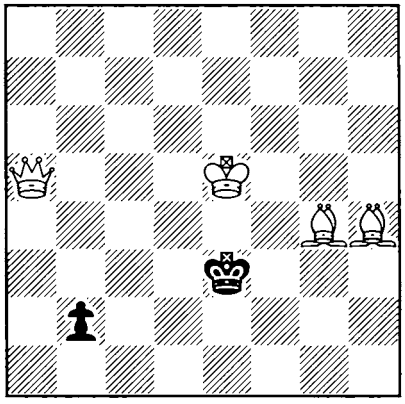
In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



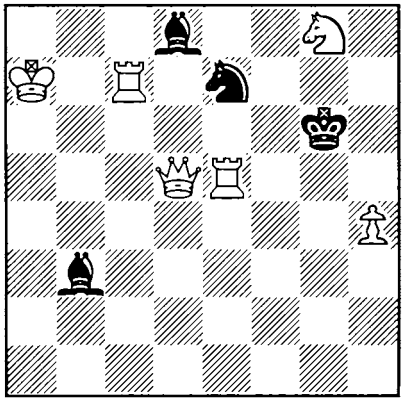
a b c d e f g h

❷



a b c d e f g h

❸



a b c d e f g h

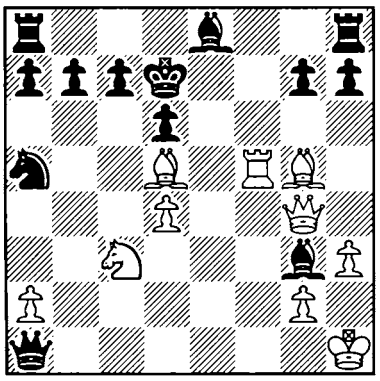
FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

CHECKOLOGY 14

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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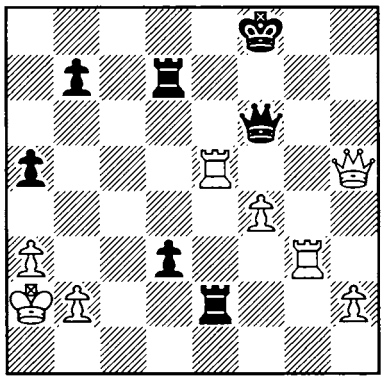
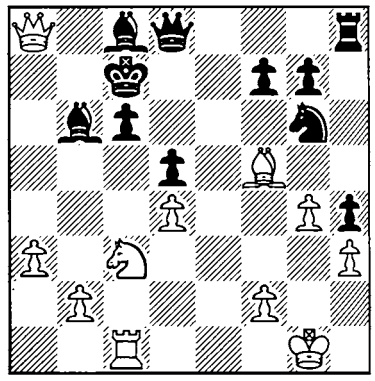
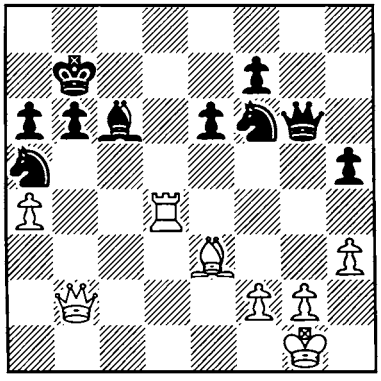


❸



MATE in 2

❹



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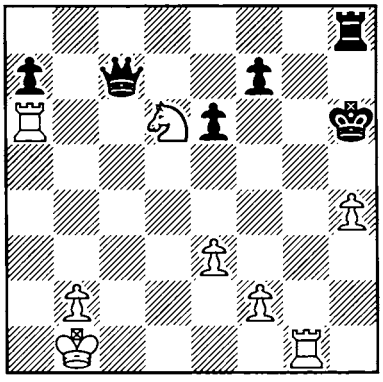

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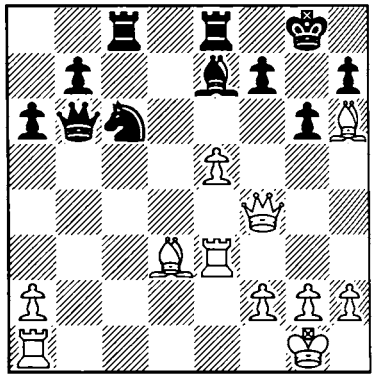
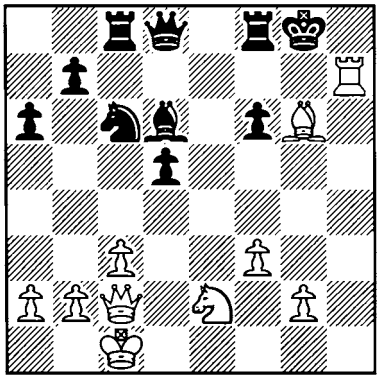


MATE in 3

❼



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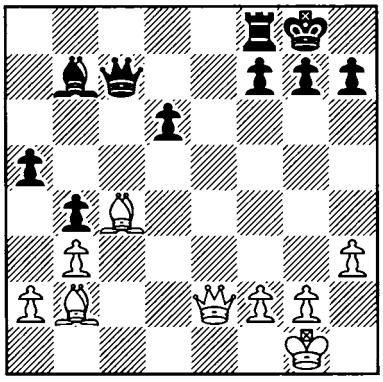

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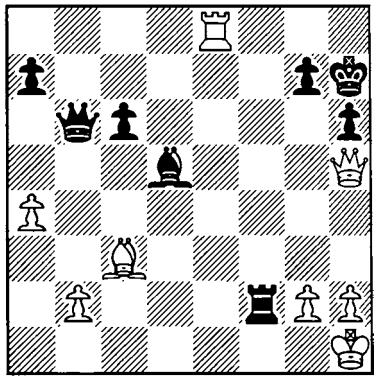
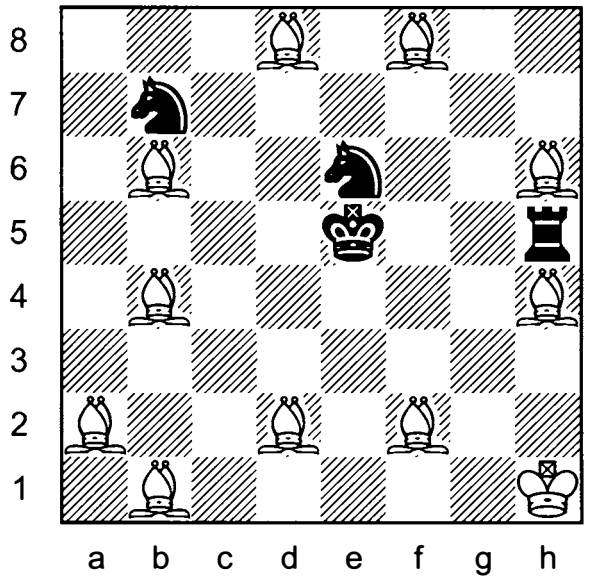


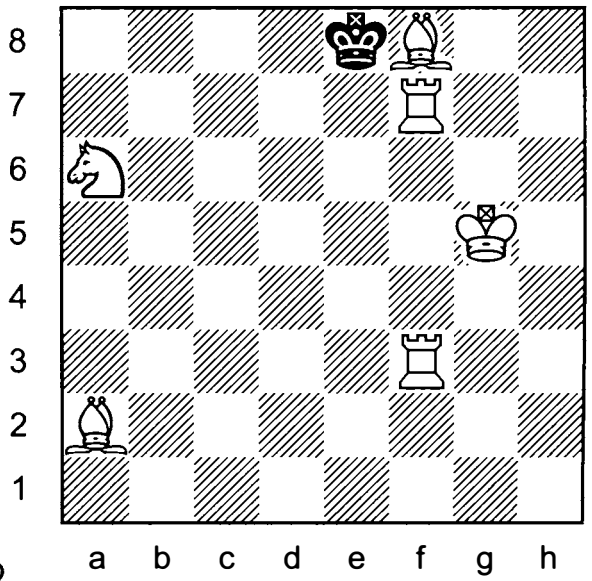
KIRIL'S KONTEST 74

❶



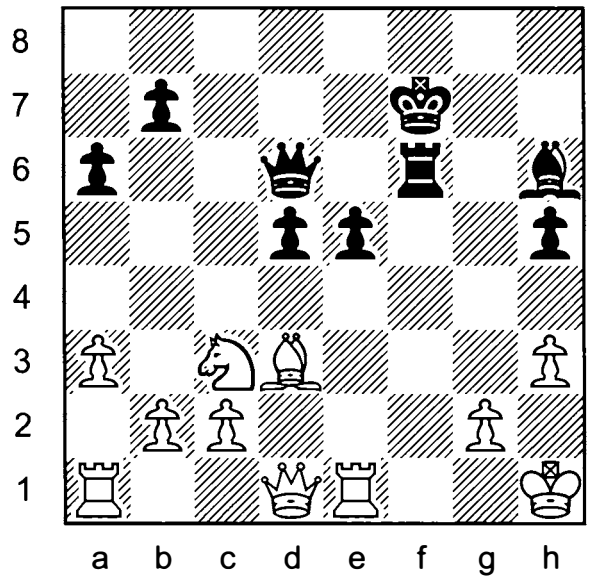
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

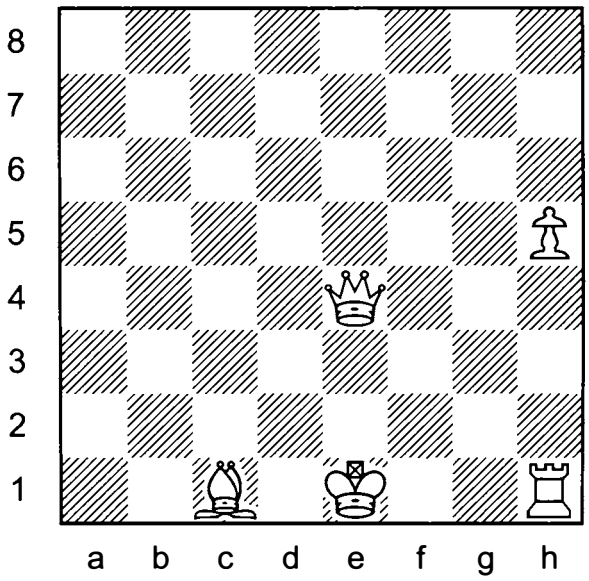
❸



QUEEN MAZE IN 13

Only the white queen moves. Capture the black king in thirteen moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

Place the black king in:

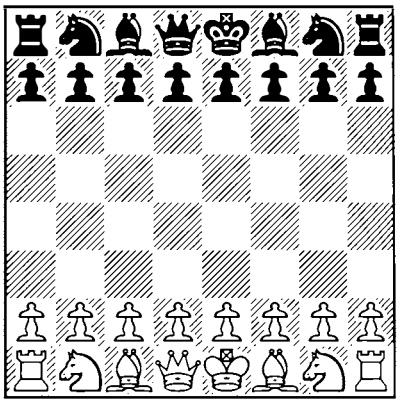
A checkmate
B stalemate
C mate in 1

LILY'S PUZZLERS

Imagine how many chess games have ended with the move 4.Qxf7#. Have you ever won with Scholar's Mate? It sometimes happens like this: 1.e4 e5 2.Qh5 Nc6 3.Bc4 Nf6? 4.Qxf7#.

There are lots of other moves that can mate quickly, especially when the opponent is helping. 2...Qh4# is the fastest. 1.f4 e6 2.g4? Qh4#.

In these puzzles, your task is to create games with speedy checkmates. Against a cooperative king of course! ☞ 280



MAKE UP A GAME WHERE ...

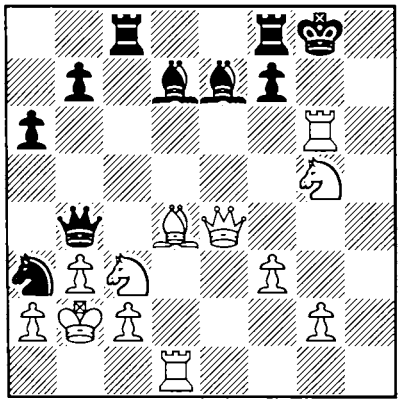
A. White checkmates black with the move 3.Qxe5#
B. Black checkmates white with the move 3...Qd4#
C. White checkmates black with the move 4.Bg5#
D. Black checkmates white with the move 4...b5#
E. White checkmates black with the move 5.Rxe5#
F. Black checkmates white with the move 5...Ke8#!

Switcheroos

(38)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 273

❶



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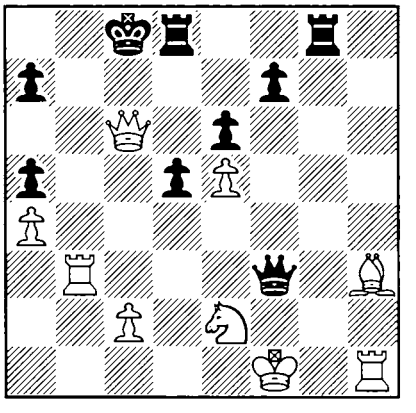

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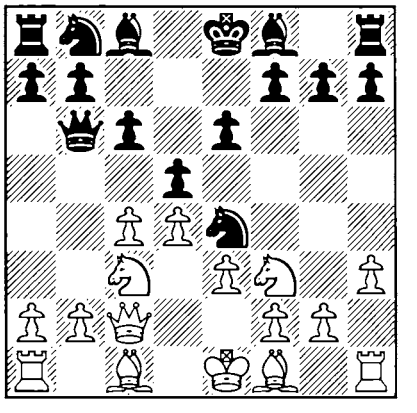
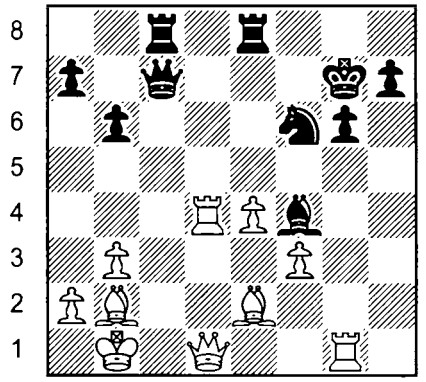


TACTICS 101

55

WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



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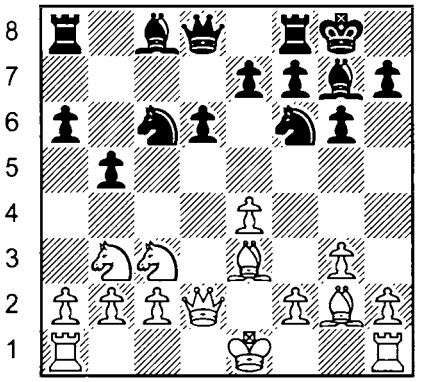

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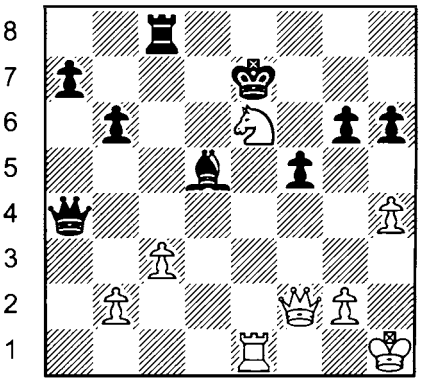

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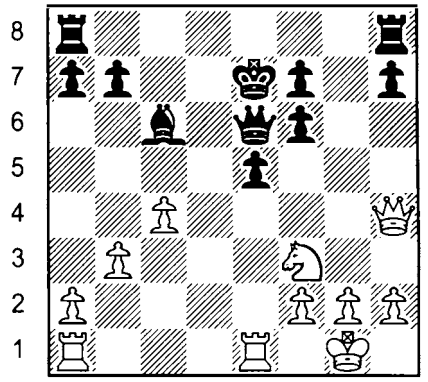

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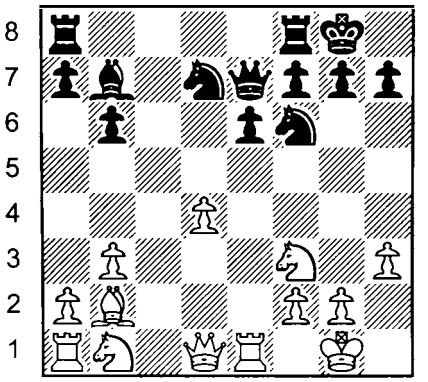

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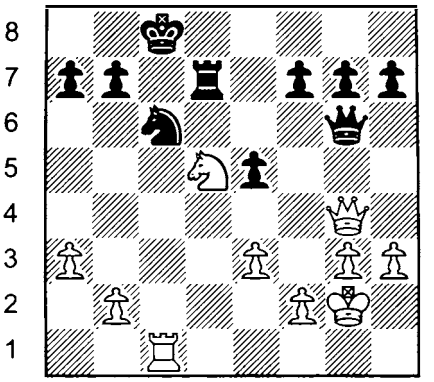

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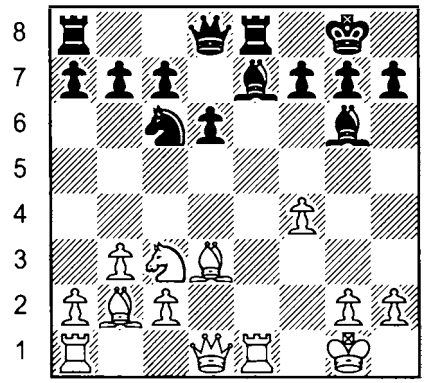

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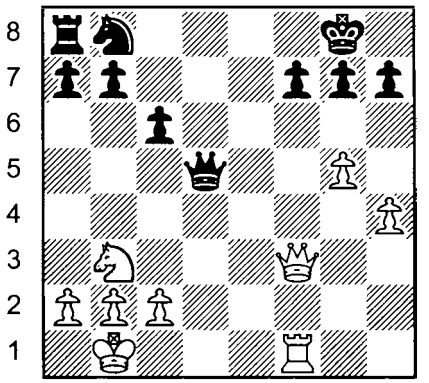

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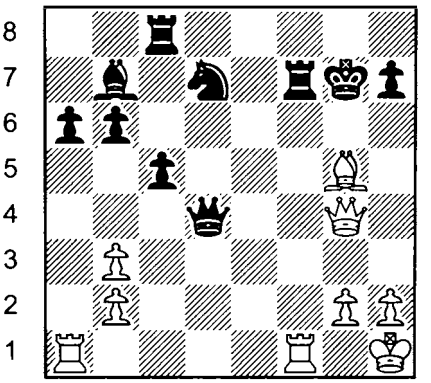


❾

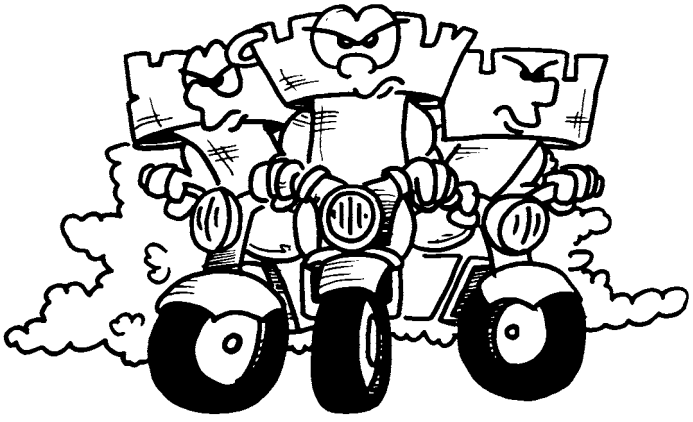
COMBO MOMBO !!

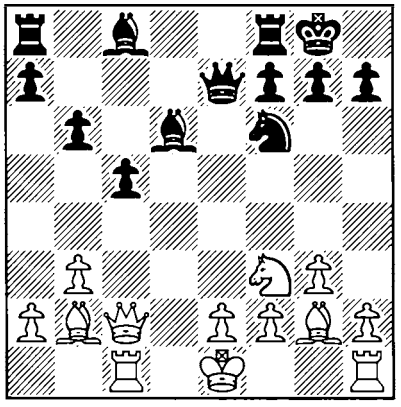
JUMBO MIX

Can you find the combinations in the following positions? Each example uses a theme from the past three Combo Mombos.

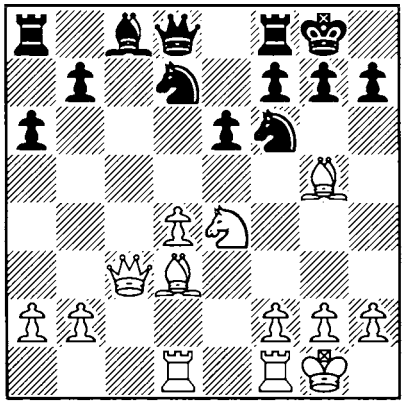
You can work on the problems as a review exercise or a quiz. Or you can just do them for fun!

☞ 270

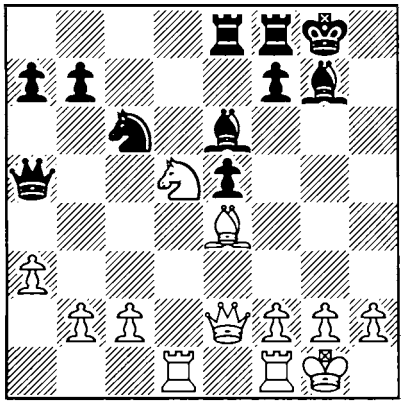




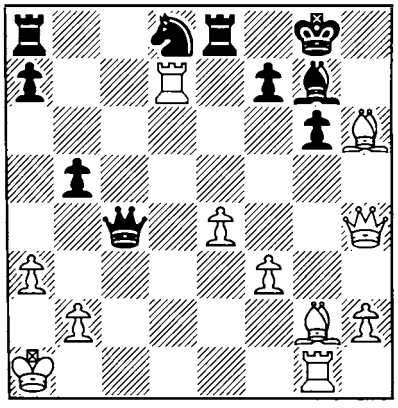
❶ WHITE TO MOVE
Win Material



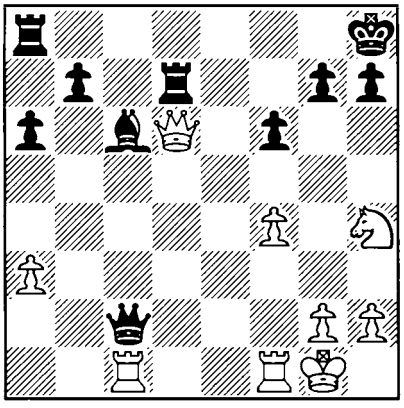
❷ BLACK TO MOVE
Win Material



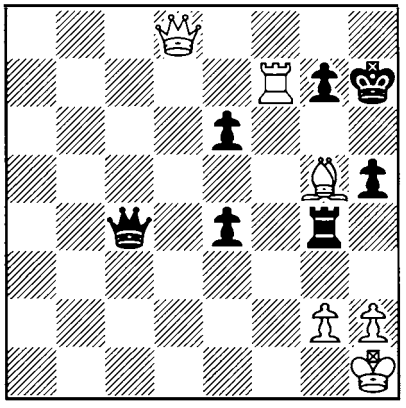
❸ WHITE TO MOVE
Mate in 4



❹ BLACK TO MOVE
Win Material



❺ WHITE TO MOVE
Win Material



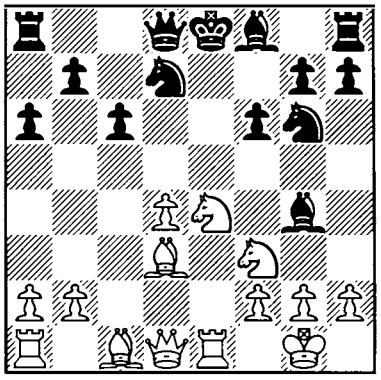
❻ BLACK TO MOVE
Win Material

CHECKOLOGY 15

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



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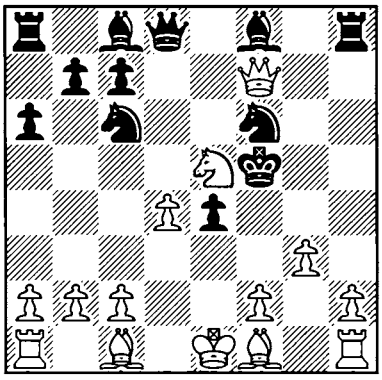

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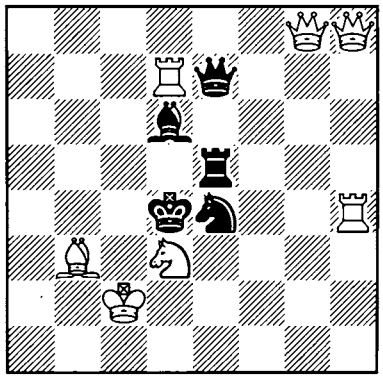
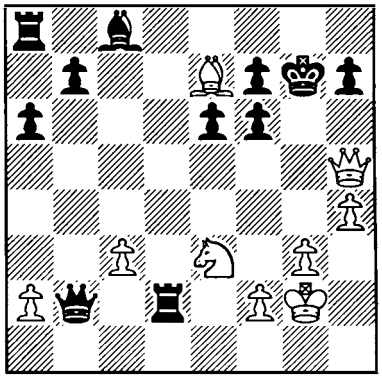


❹

MATE in 2



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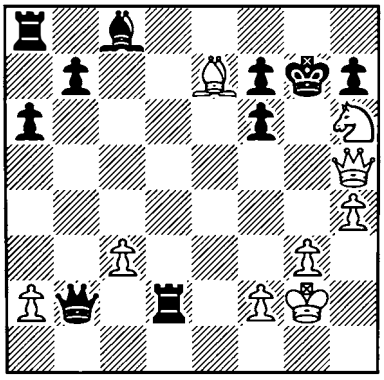

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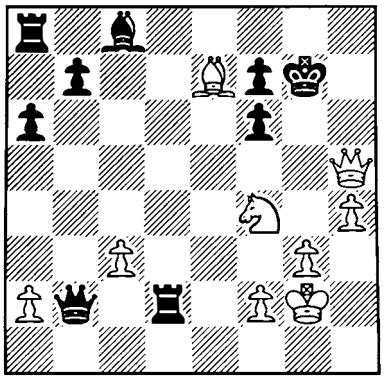
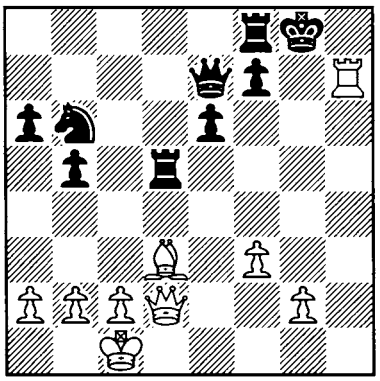


❼

MATE in 3



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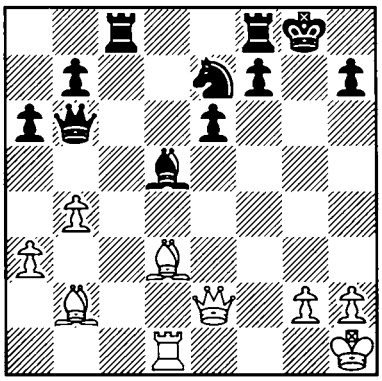

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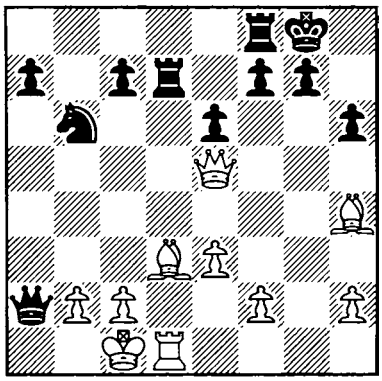
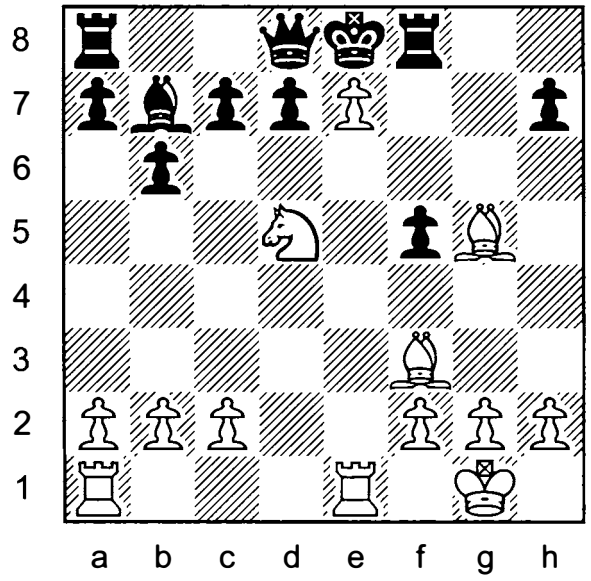


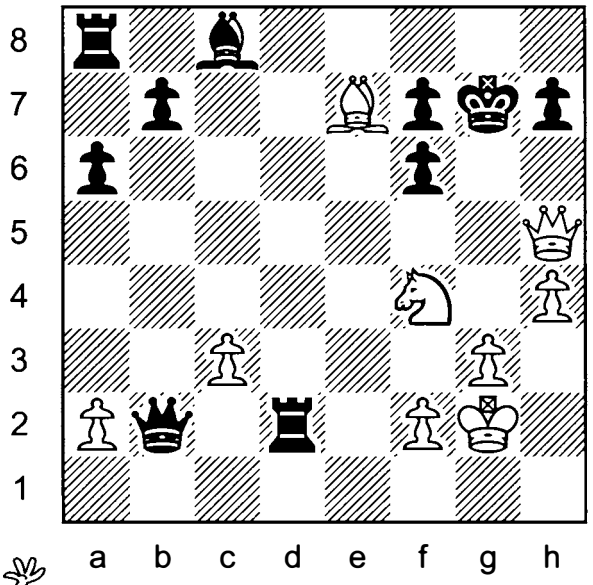
KIRIL'S KONTEST 75

❶



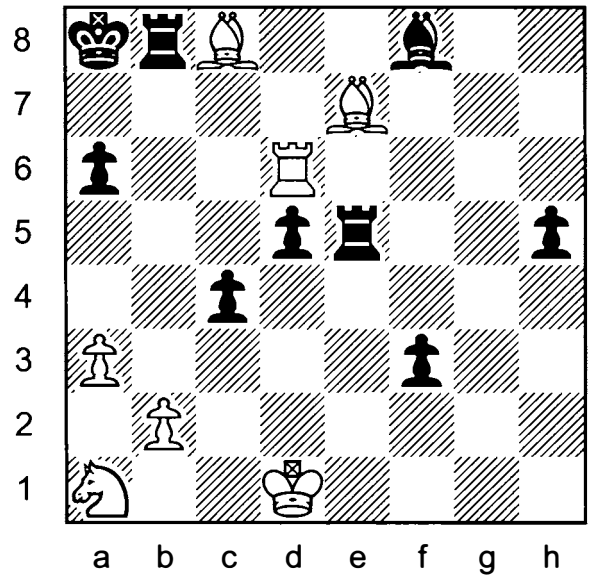
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

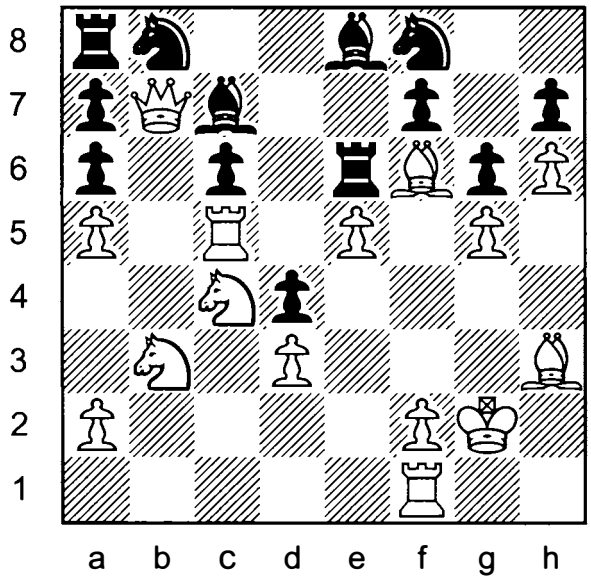
❸



KNIGHT MAZE IN 23

Only the white knight moves. Capture the black king in twenty-three moves or less, without taking any pieces or moving where the knight can be taken.

❹



TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

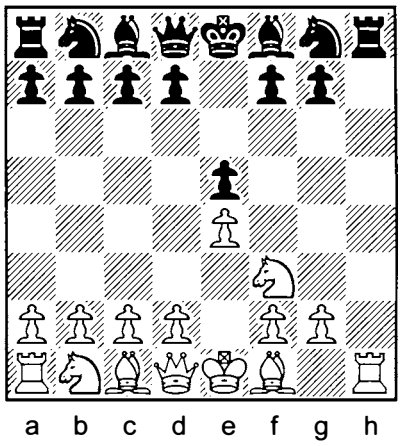
LILY'S PUZZLERS

RETRO #26

PROOF GAMES

Can you "prove" that these positions could be reached in a real game, after each player has made exactly 4 moves? Good luck! ☞ 298

30



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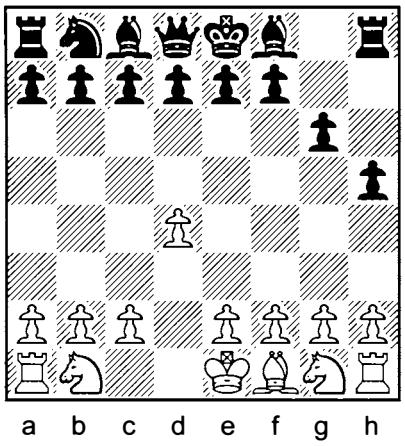

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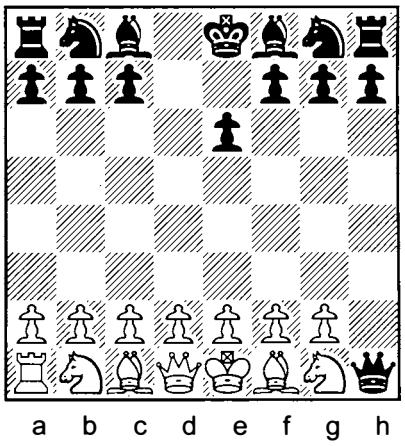


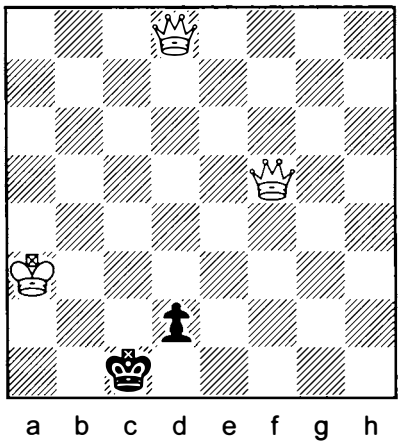
EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN. WHAT WERE THE MOVES?

HELPMATES

(29)

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

1



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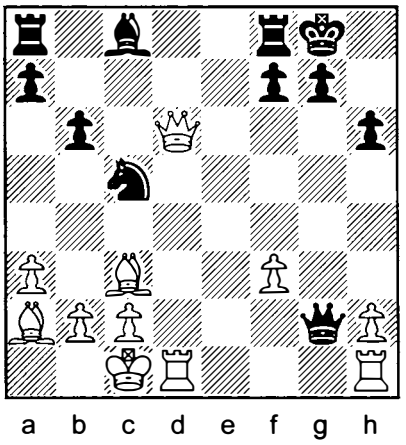

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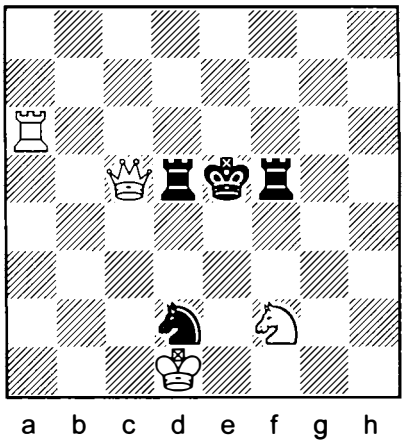
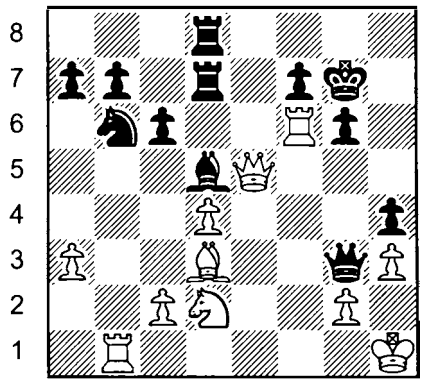


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

TACTICS 101

WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



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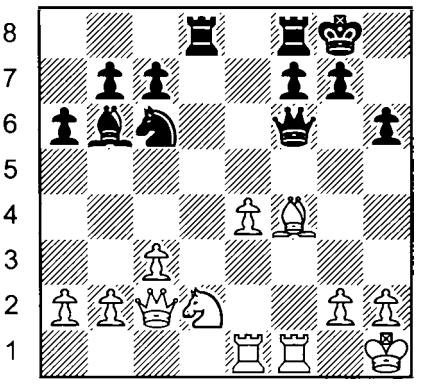

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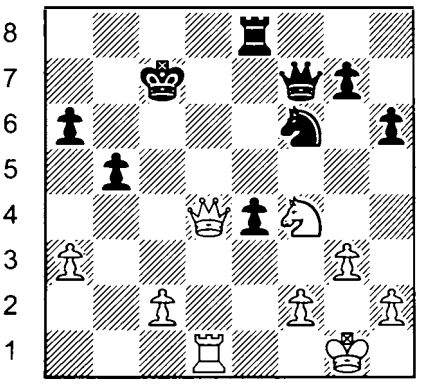

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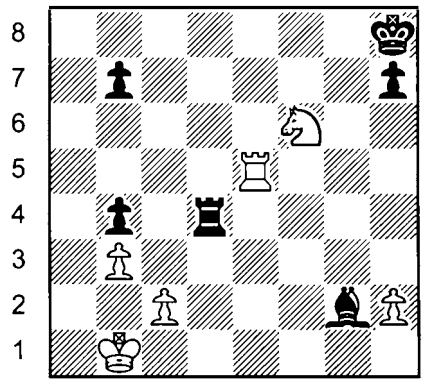

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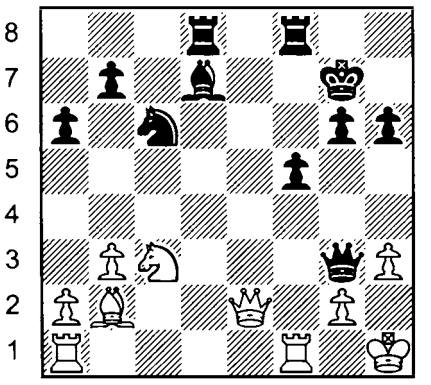

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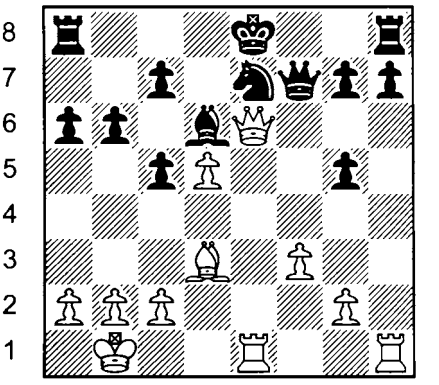

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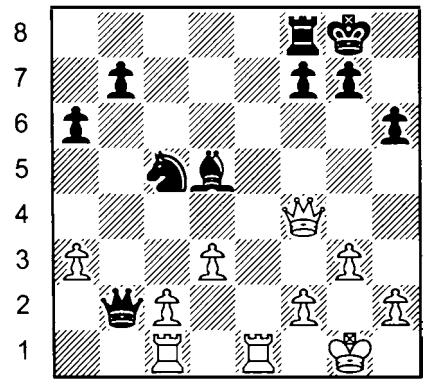

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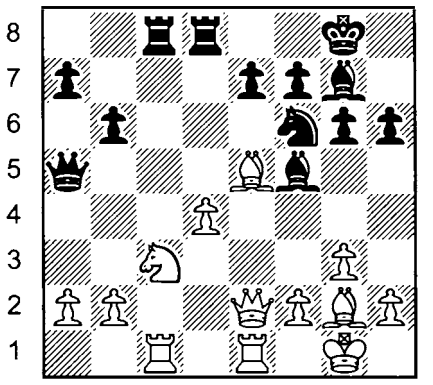

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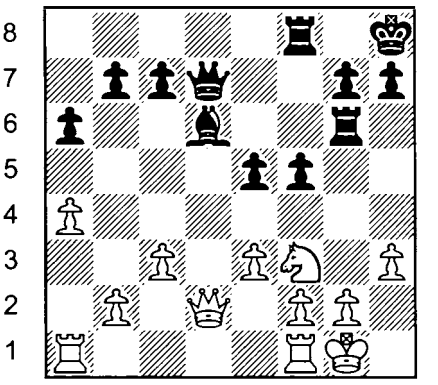

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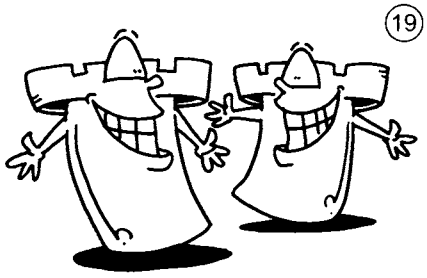
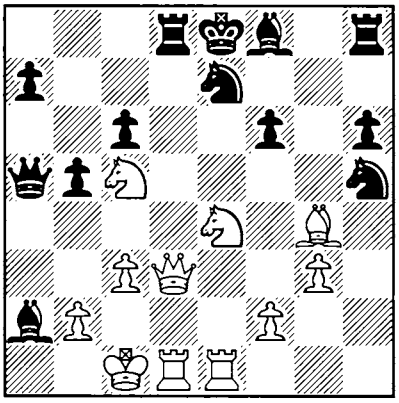
DOUBLE WHAMMY



In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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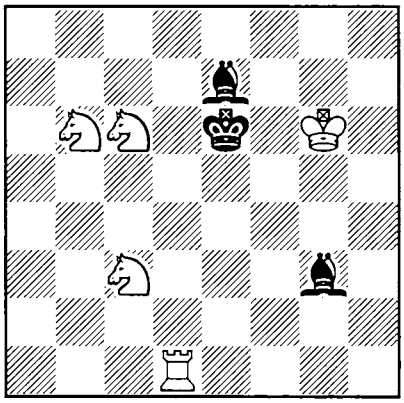

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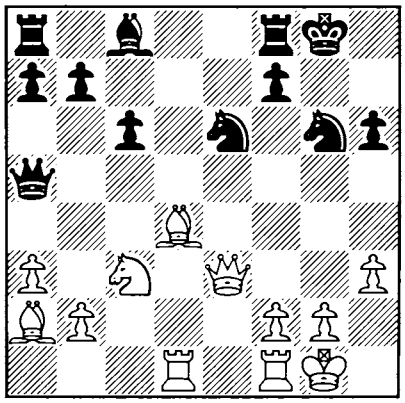
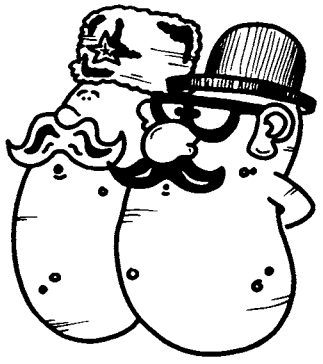


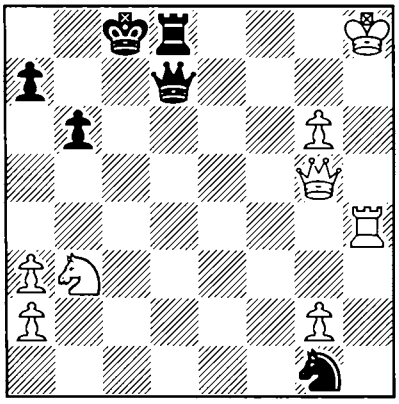
WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

WHO'S THE GOOF?



As the old saying goes, "To goof is human." Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 275

❶



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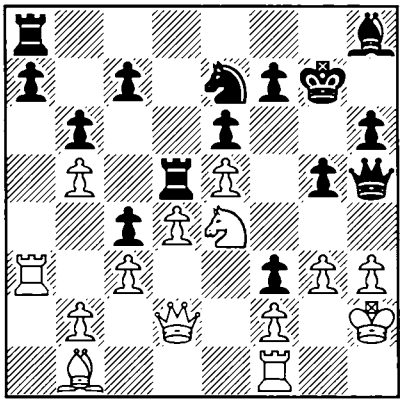

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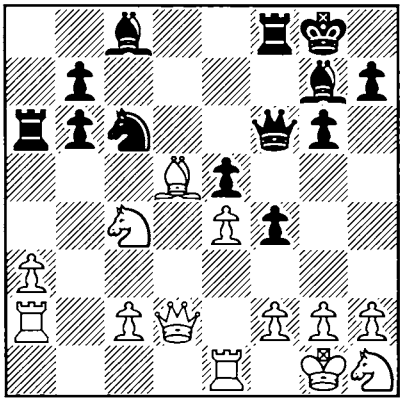
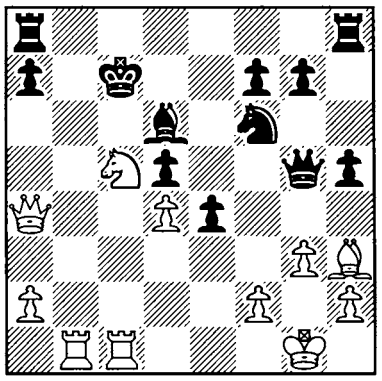


CHECKOLOGY 16

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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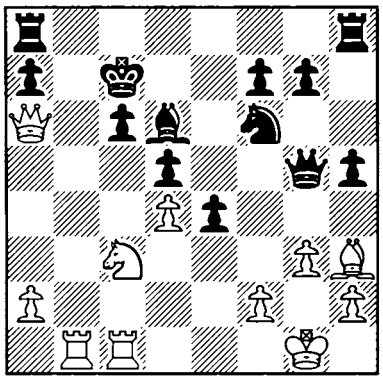

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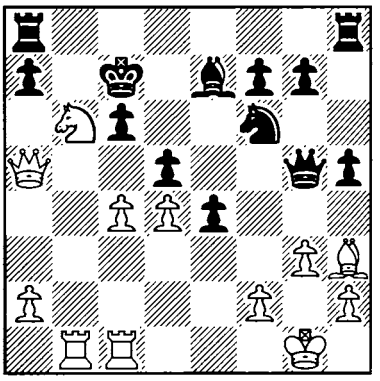
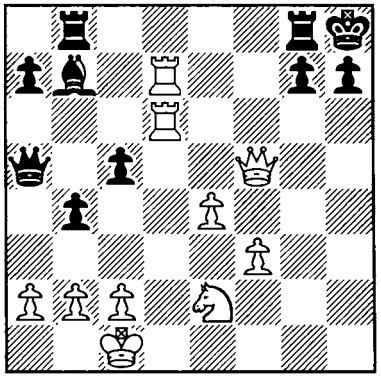


MATE in 2

❹



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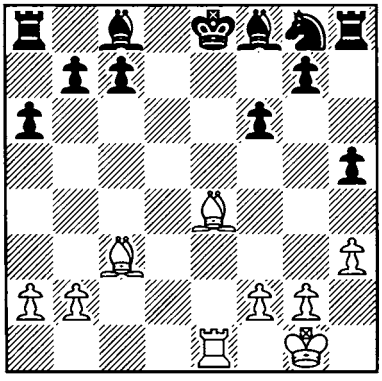

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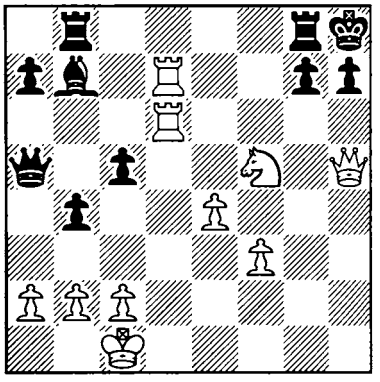
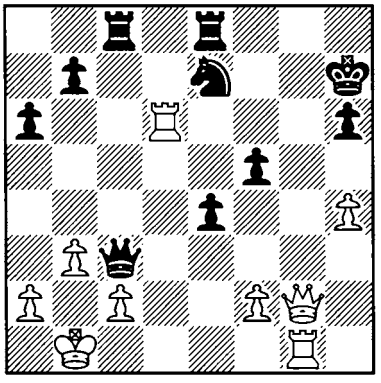


MATE in 3

❼



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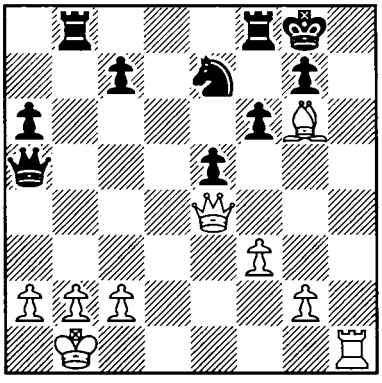

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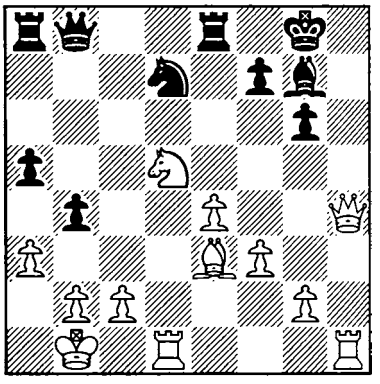
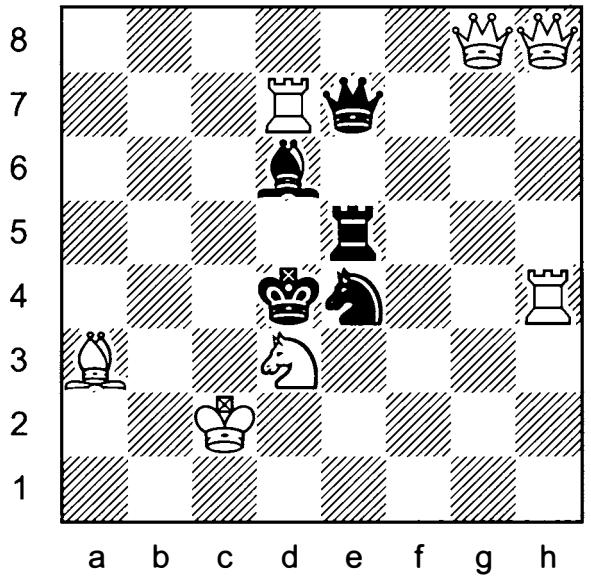


266 ☜ WHITE TO MOVE

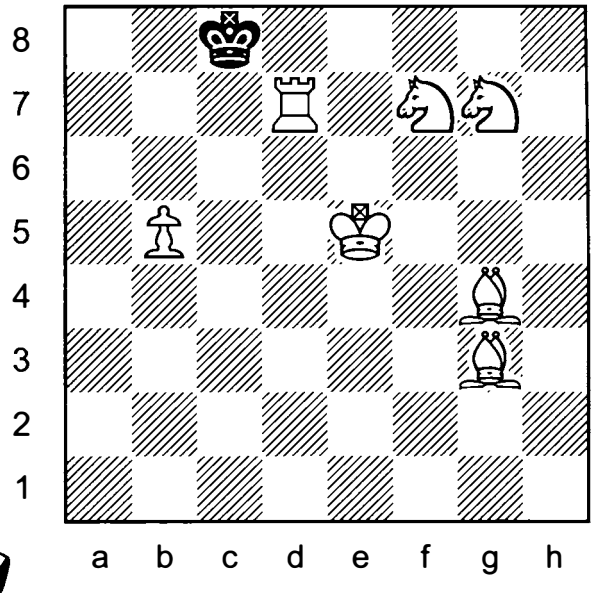
KIRIL'S KONTEST 76

❶



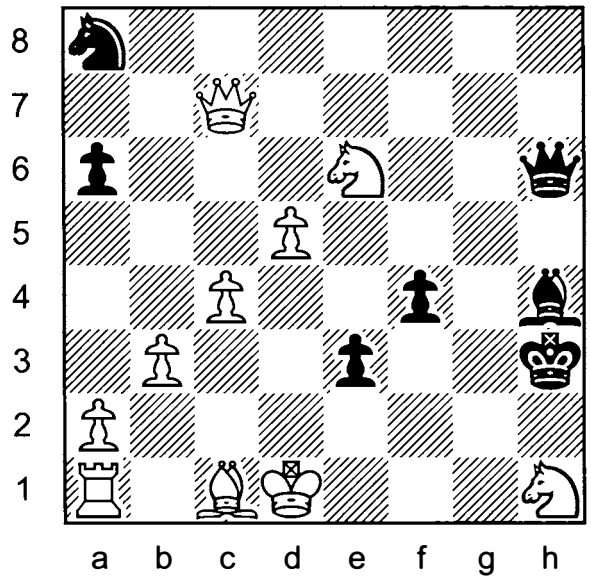
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

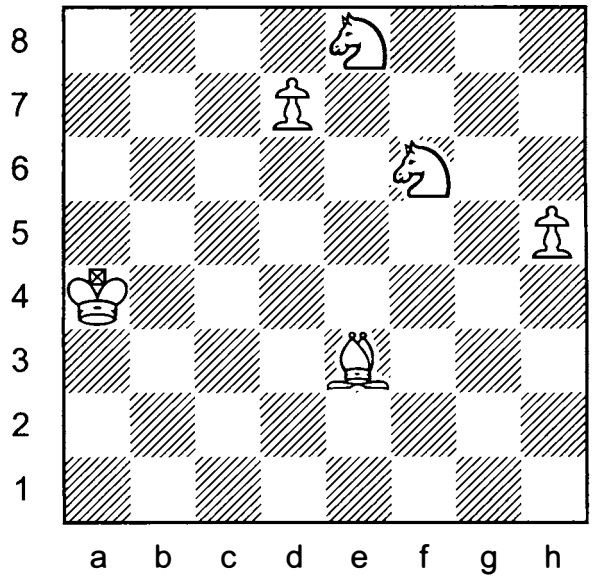
❸



ROOK MAZE IN 23

Only the white rook moves. Capture the black king in twenty-three moves or less, without taking any pieces or moving where the rook can be taken.

❹



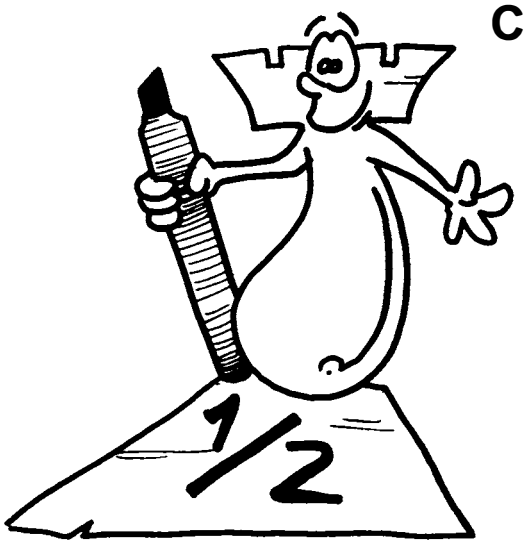
TRIPLE LOYD

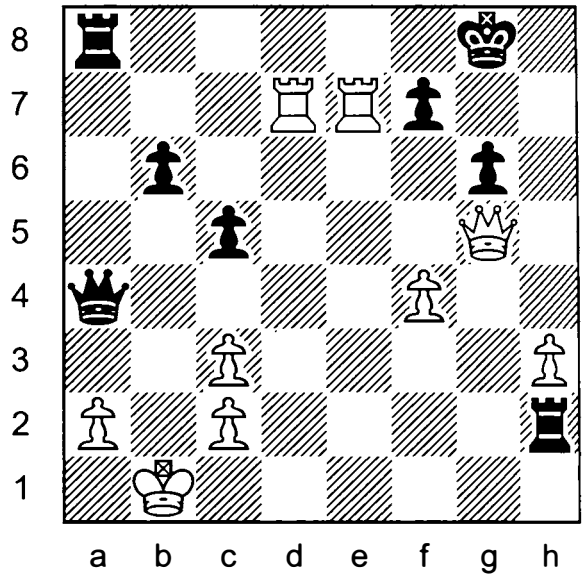
Place the black king in:

A checkmate
B stalemate
C mate in 1

COMBO MOMBO!!

SPOTLIGHT ON PERPETUAL CHECK



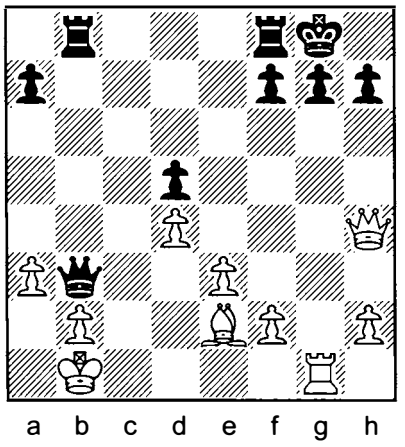


Usually we use combinations to win games. But when our position is bad, we can sometimes save the day with a drawing combo. A tie is better than a loss, right?

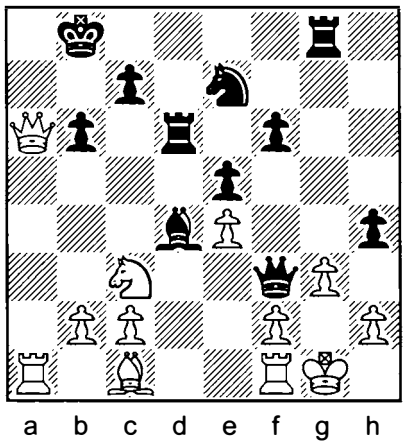
One way to force a draw is with *perpetual check*.

♔ White is in big trouble in this diagram. Black threatens to mate with ...Qxa2+ or ...Qxc2+, and there is no defence. Except for making a "perp"! 1.Qxg6+! fxg6 2.Rg7+ Kh8 3.Rh7+ Kg8 4.Rhg7+ Kf8 5.Rgf7+ Ke8 6.Rfe7+ Kf8 7.Rf7+ ½-½ (*Note that 4.Rdg7+? loses. 4...Kf8 5.Rf7+ Ke8 6.Re7+ Kd8 7.Rd7+ Qxd7!*)

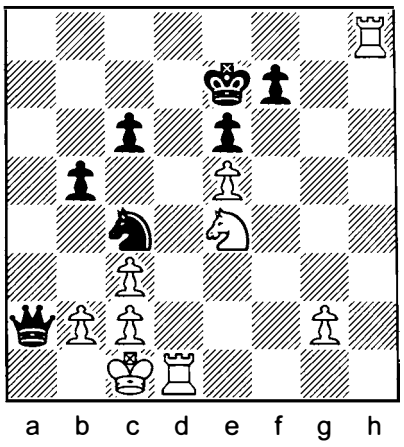
If the queen starts on h4 instead of g5, white can force a perpetual check with 1.Qh7+! Kxh7 2.Rxf7+ Kh8 3.Rh7+. (2...Kh6? 3.Rh7#)



❶ WHITE TO MOVE
Make a Draw



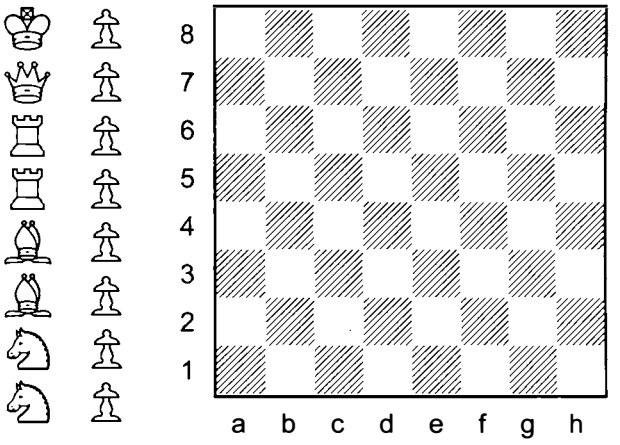
❷ BLACK TO MOVE
Make a Draw



❸ WHITE TO MOVE
Make a Draw

LILY'S PUZZLERS

HI BOYS AND GIRLS!!
Here's a chance to show off your defensive skills. Good luck!



Place the 16 white pieces on the board so that every piece defends exactly one other piece, and every piece is defended exactly once.

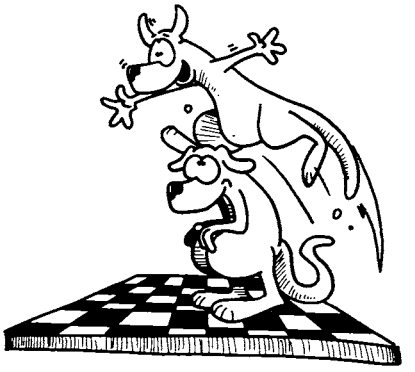
No piece may be defended more than once.

For an extra challenge, make a "loop of defence" where piece #1 guards #2, piece #2 guards #3, ..., and piece #16 guards #1.

☞ 280

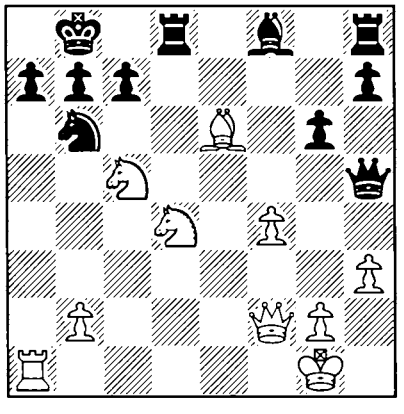
Switcheroos

(39)



In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 273

❶



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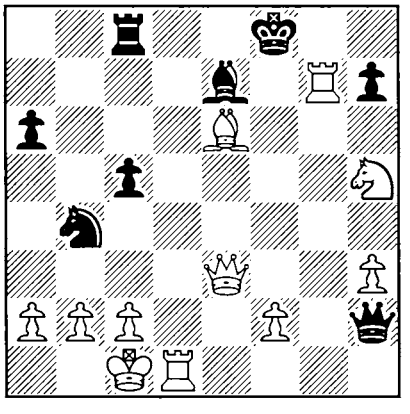

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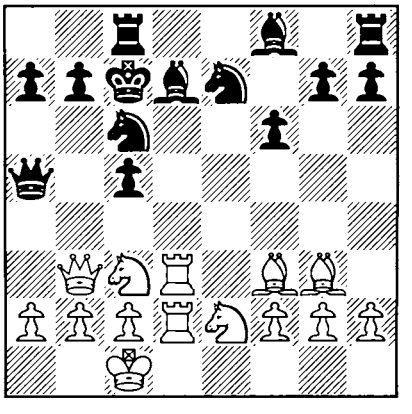
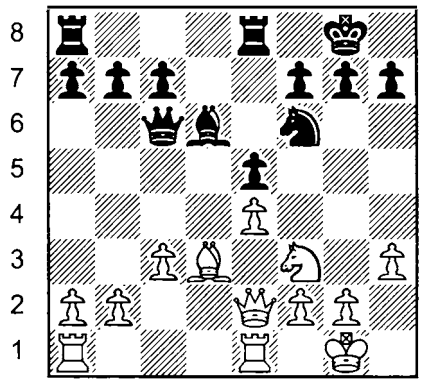


TACTICS 101

WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



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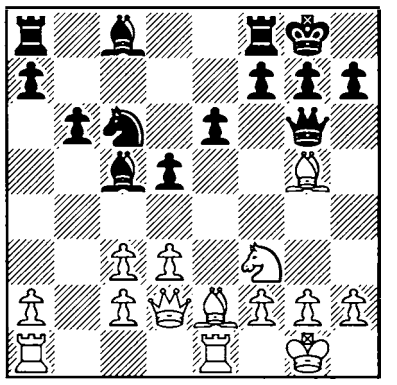

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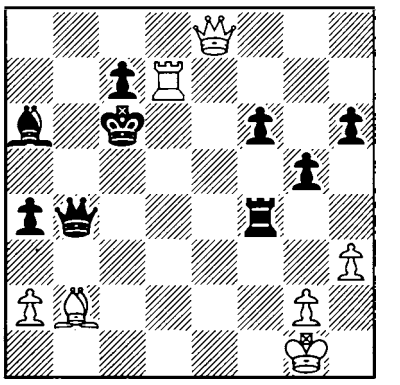

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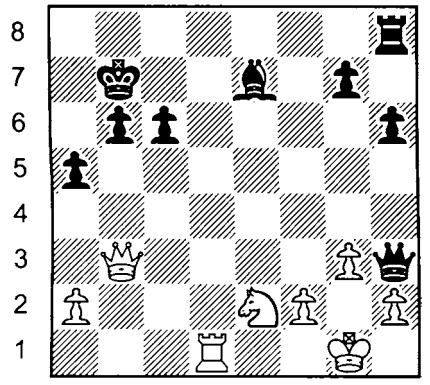

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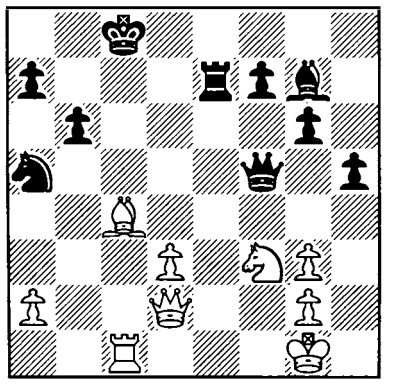

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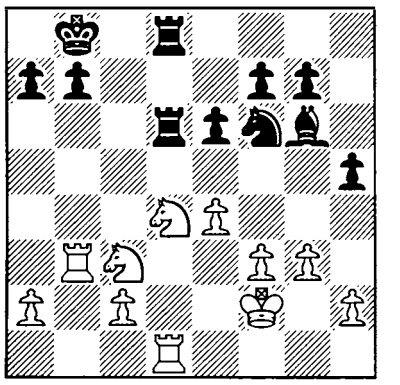

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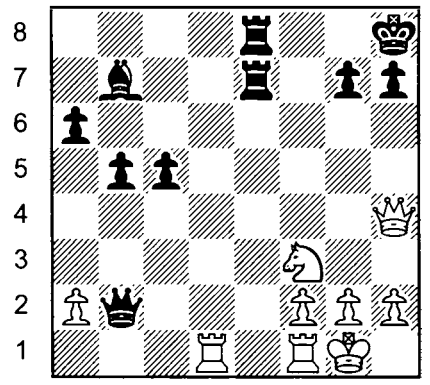
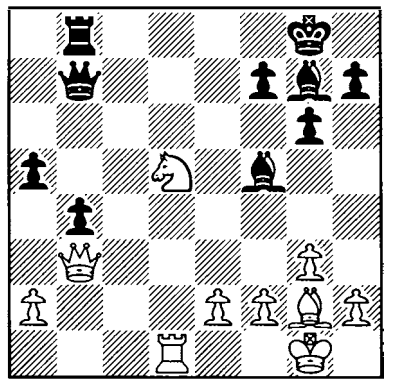


❼ a b c d e f g h



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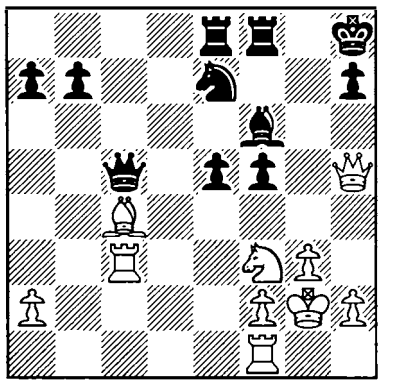


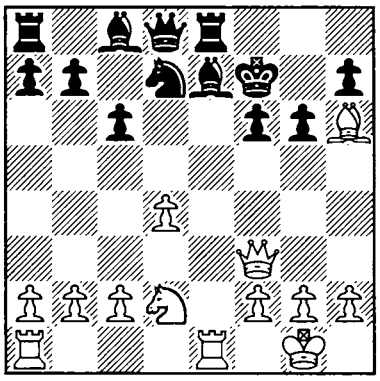
❾ a b c d e f g h

CHECKOLOGY 17

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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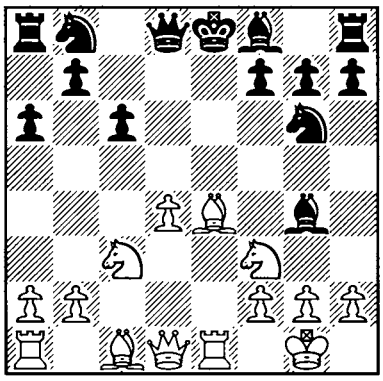

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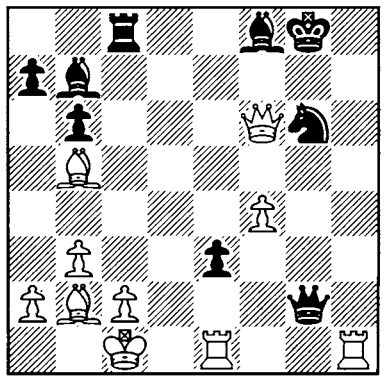
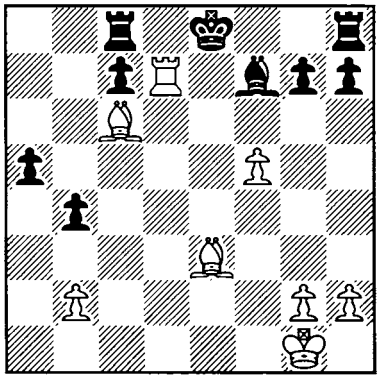


MATE in 2

❹



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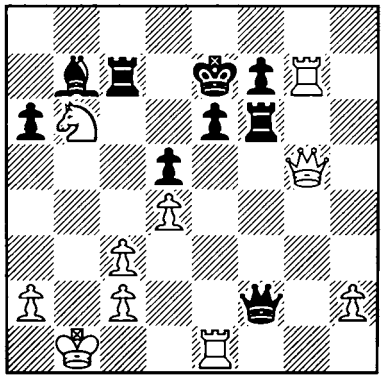

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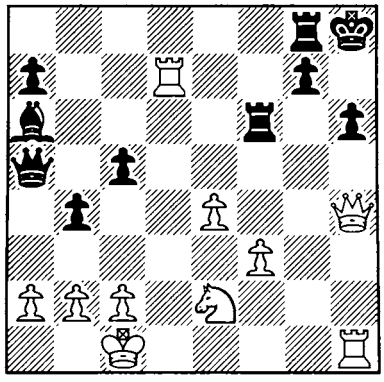
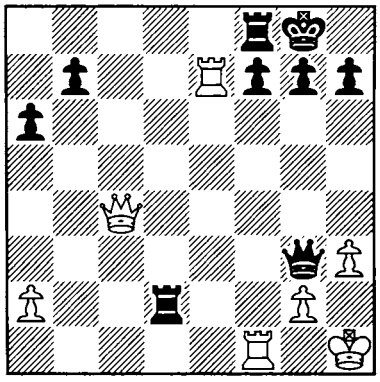


MATE in 3

❼



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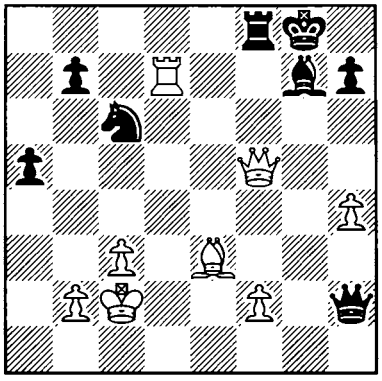

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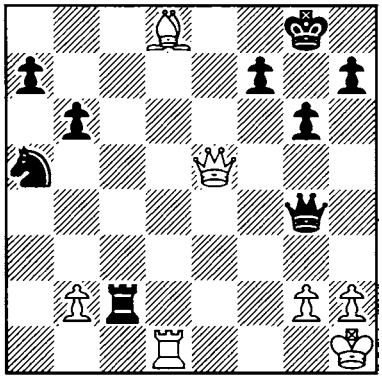
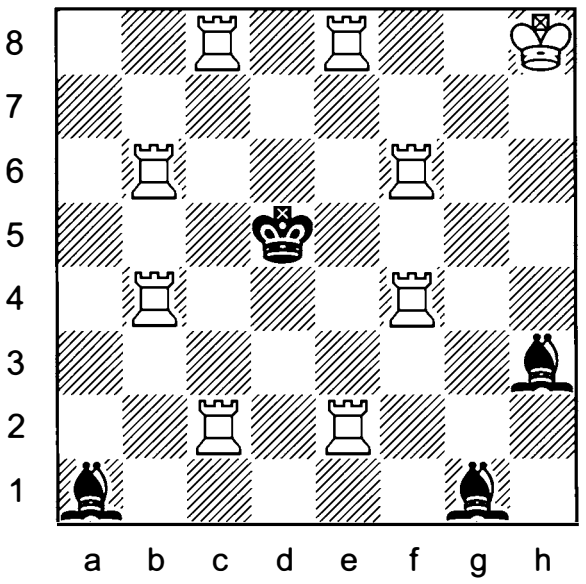


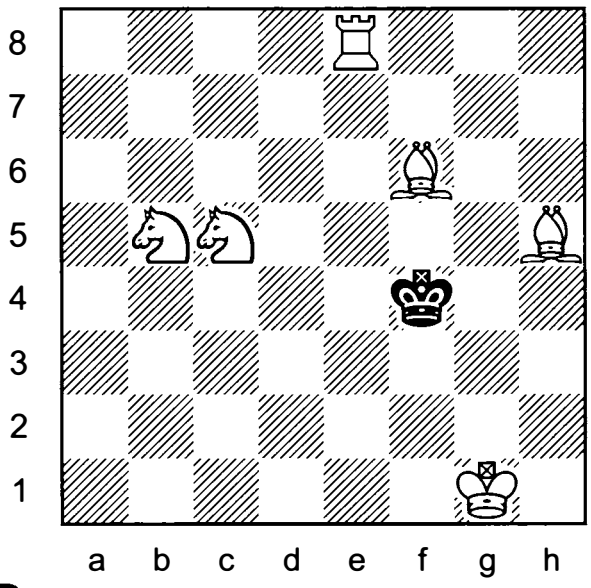
KIRIL'S KONTEST 77

❶



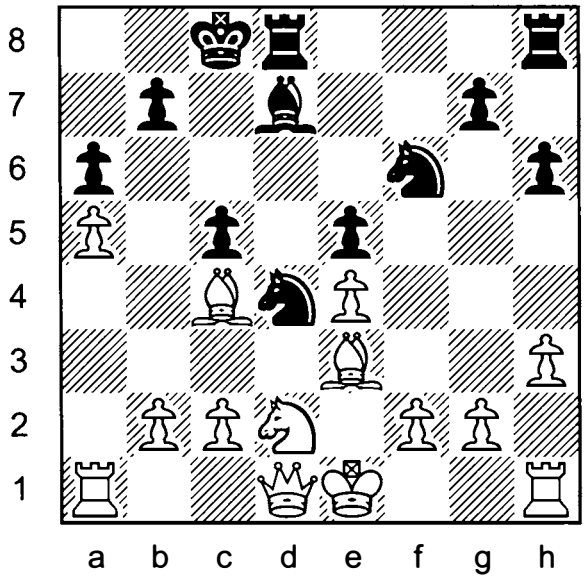
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

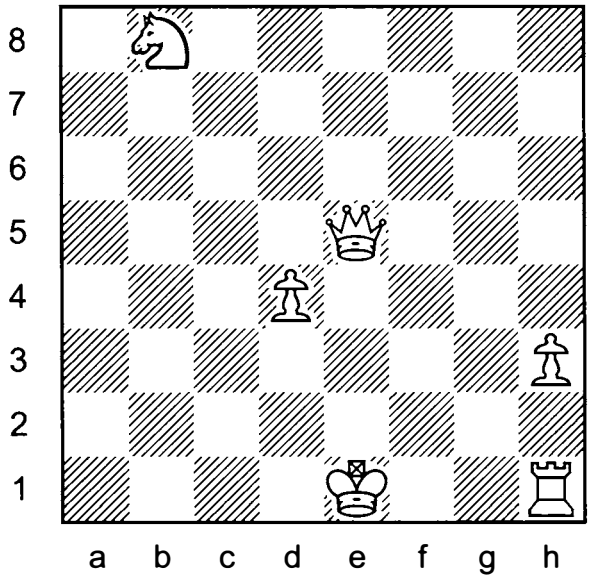
❸



QUEEN MAZE IN 16

Only the white queen moves. Capture the black king in sixteen moves or less, without taking any pieces or moving where the queen can be taken.

❹



TRIPLE LOYD

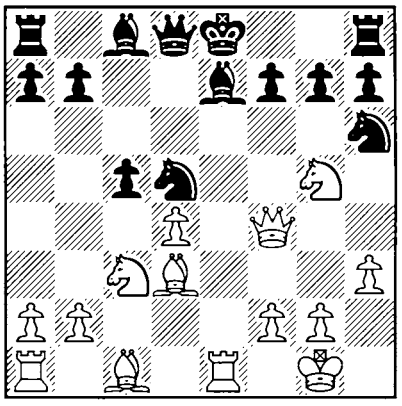
Place the black king in:

A checkmate
B stalemate
C mate in 1

HELPMATES ㉚

In helpmate puzzles, Black moves first and both sides work together to mate the black king. Each position below is a "helpmate in 1". Find the black move that lets White give checkmate on the next turn. ☞ 273

❶



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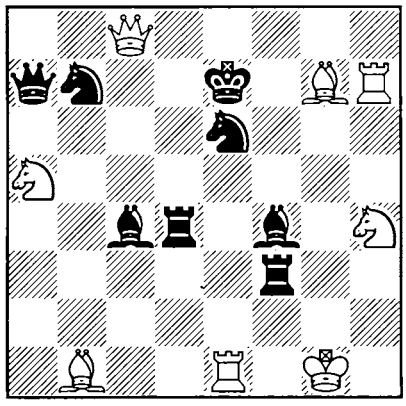

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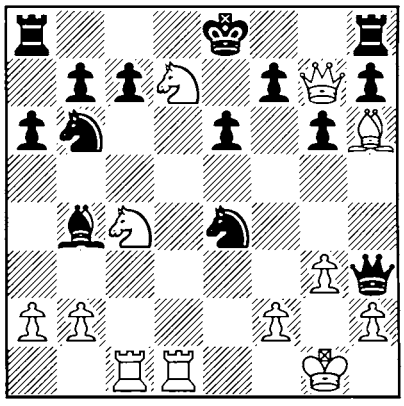
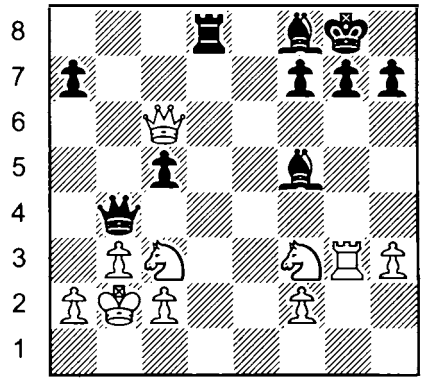


FIND A BLACK MOVE THAT ALLOWS WHITE TO PLAY CHECKMATE.

TACTICS 101

58

WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



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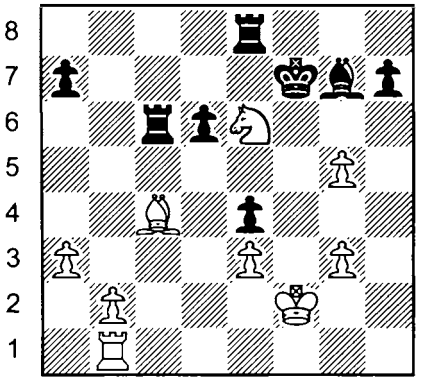

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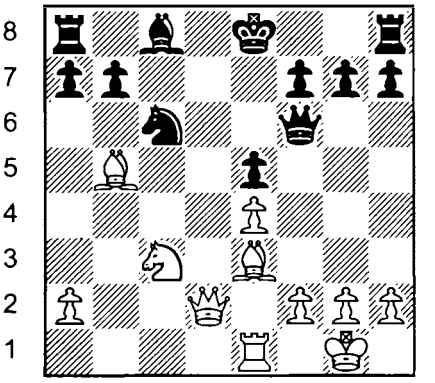

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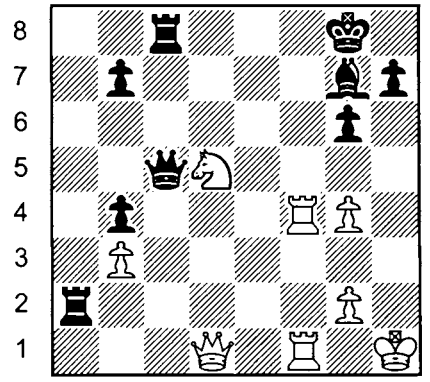

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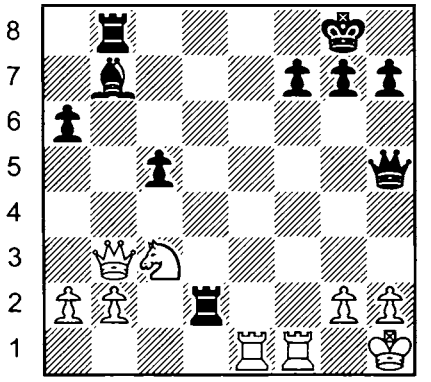

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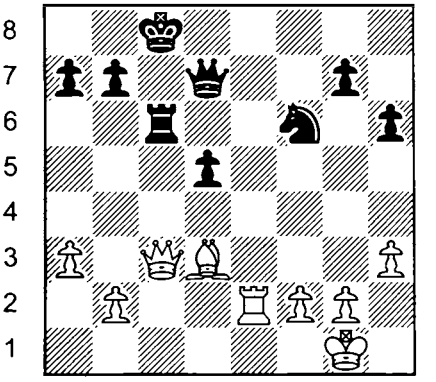

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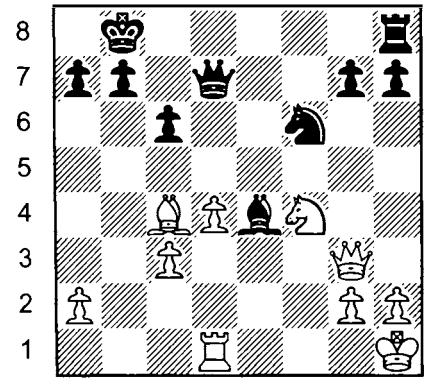

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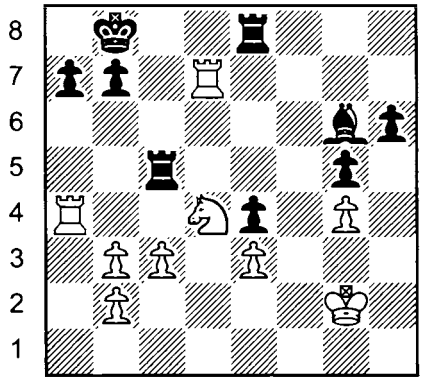

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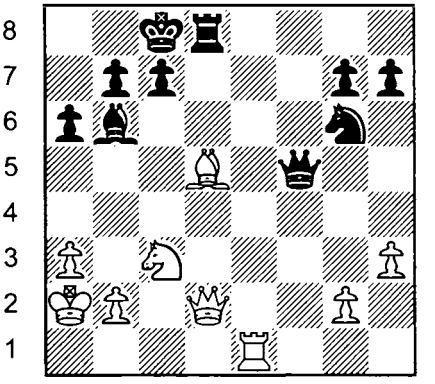
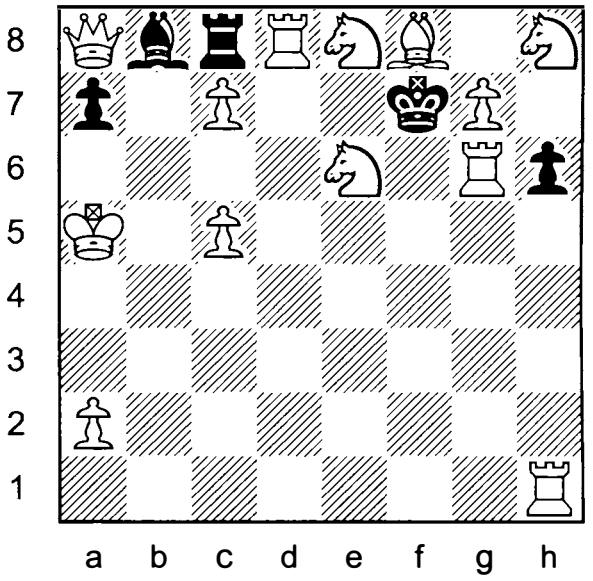


❾

LILY'S PUZZLERS

RETRO #27



Attention, all retro experts!

Can you make the grade? Here is a chance to prove yourself. Solve this difficult case, and we will "promote" you to chief detective. Good luck! ☞ 301

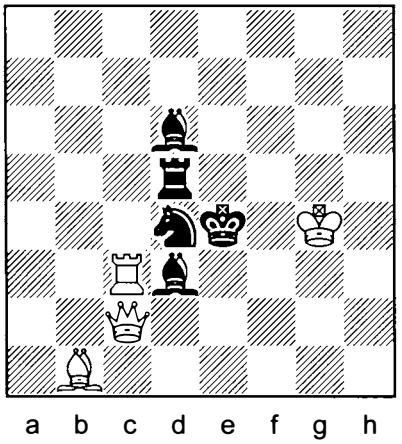
WHAT WERE THE LAST SEVEN MOVES?

DOUBLE WHAMMY

20

In a double whammy, White makes two moves in a row to checkmate the black king. The first move may not be a check. Either move may be a capture. Black does not get a turn. ☞ 277 Wham, bam!

❶



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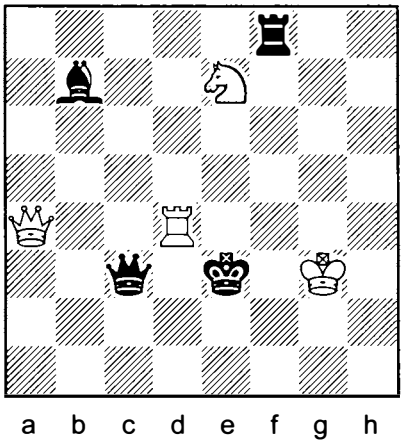

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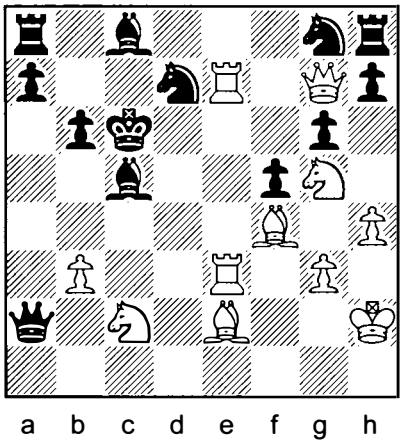


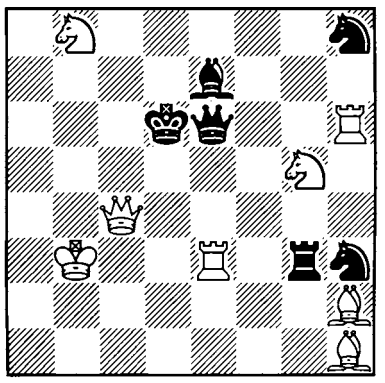
WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

CHECKOLOGY 18

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

❶

MATE in 1



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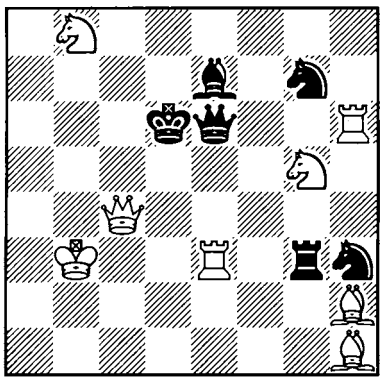

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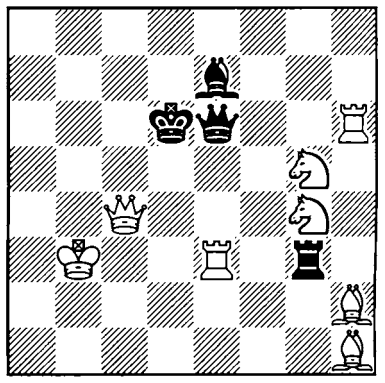
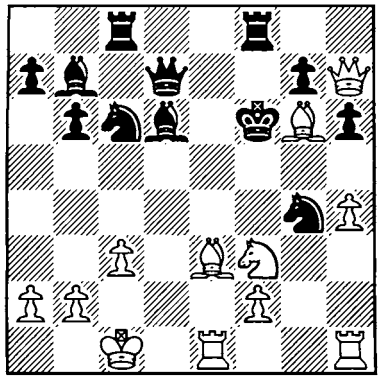


❹

MATE in 2



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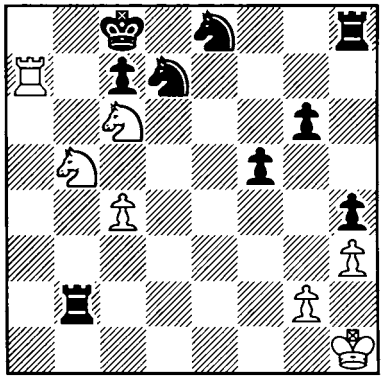

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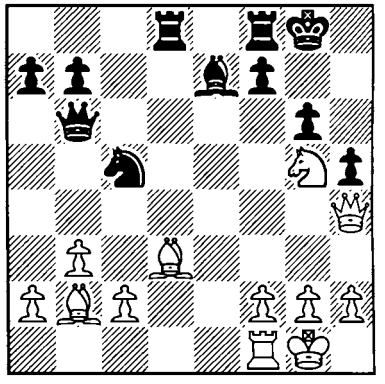

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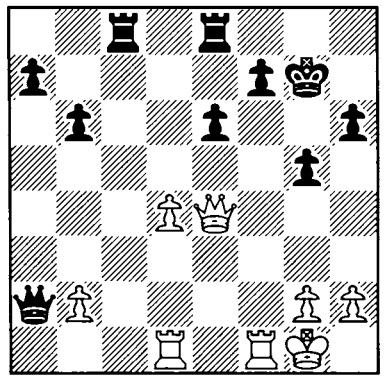
MATE in 3



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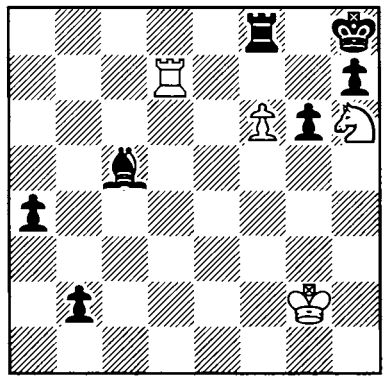

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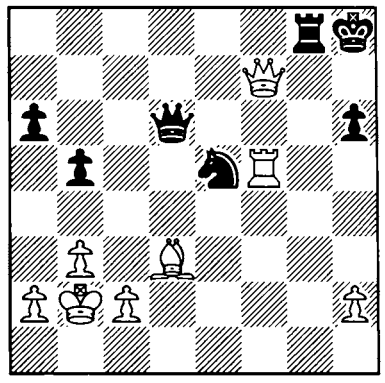
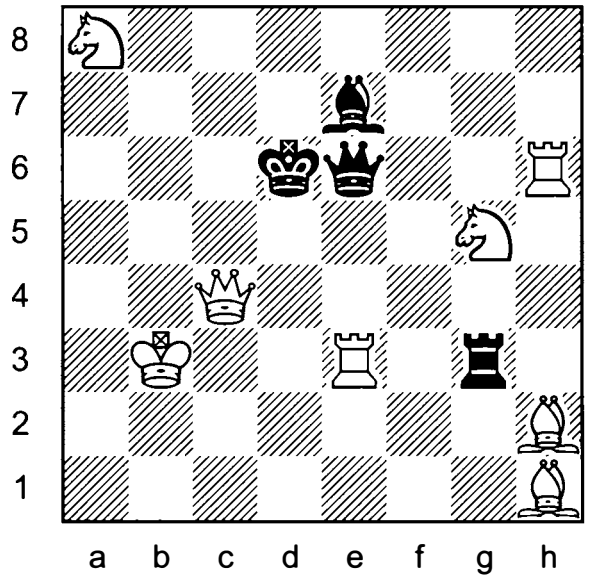


266 ☜ WHITE TO MOVE

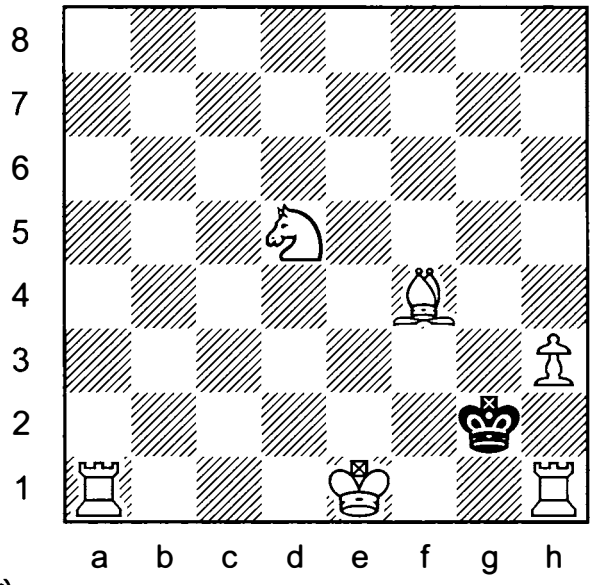
KIRIL'S KONTEST 78

❶



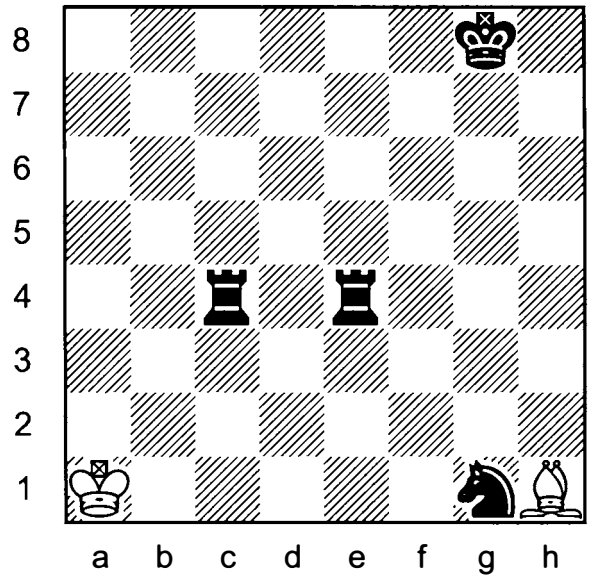
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

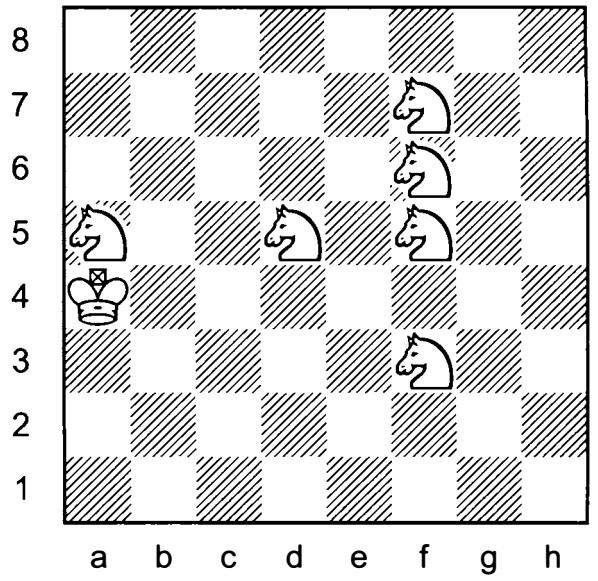
❸



BISHOP MAZE IN 16

Only the white bishop moves. Capture the black king in sixteen moves or less, without taking any pieces or moving where the bishop can be taken.

❹



TRIPLE LOYD

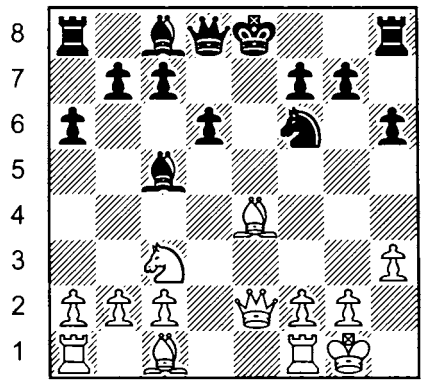
Place the black king in:

A checkmate
B stalemate
C mate in 1

TACTICS 101

59

WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



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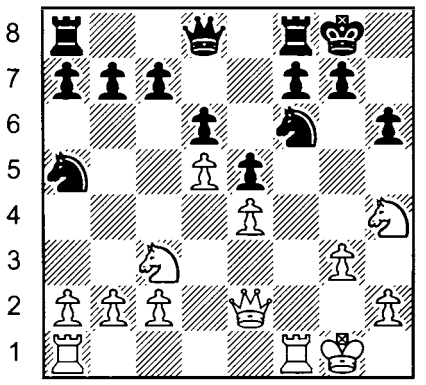

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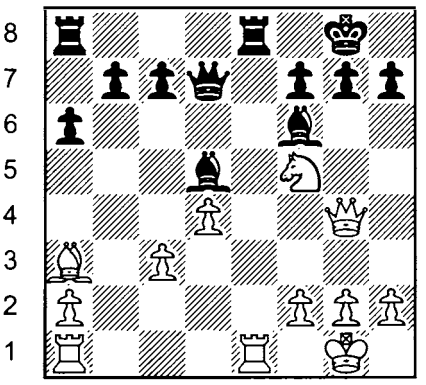

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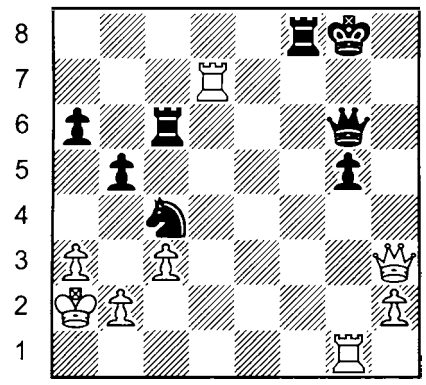

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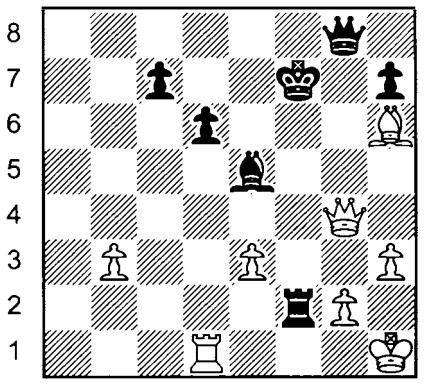

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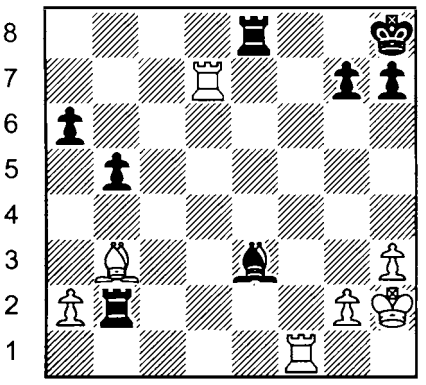
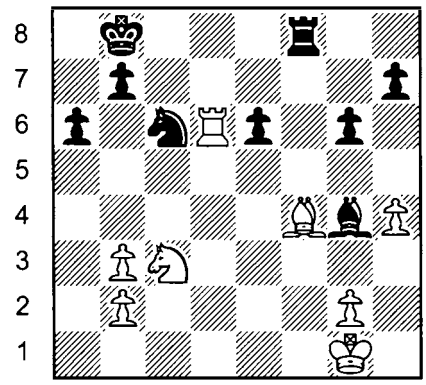


❻



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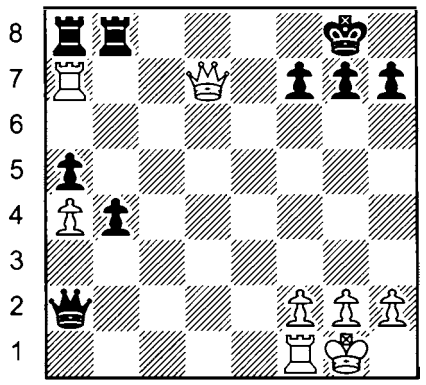

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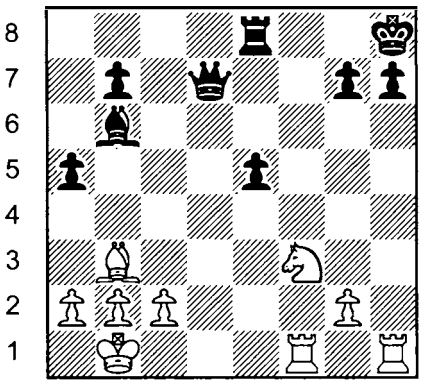
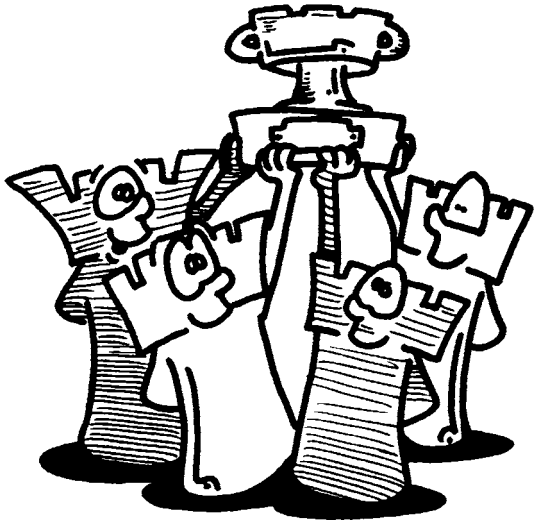
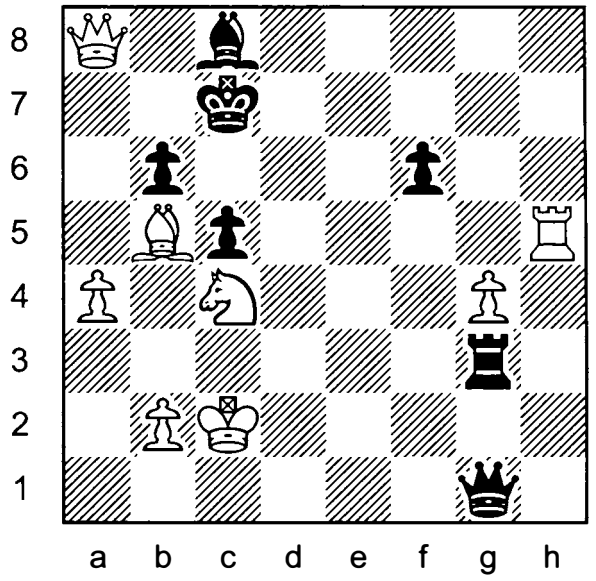


❾

COMBO MOMBO!!

SPOTLIGHT ON STALEMATE

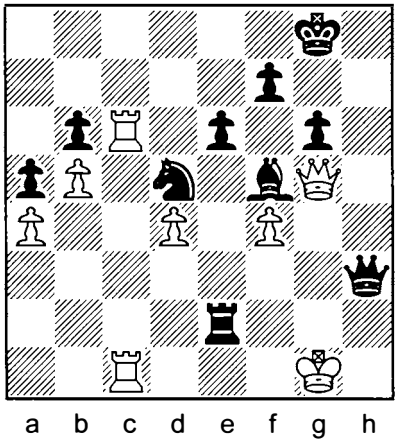




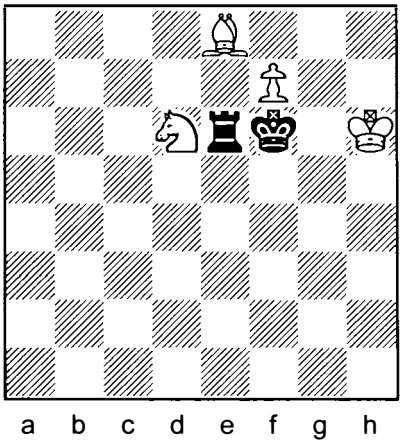
Forcing *stalemate* is sometimes our last chance to escape from a lost position.

One common way to play for a stalemate is: First, eliminate your pawn moves, either by trading or blocking them. Second, when your king has no moves, sacrifice your other pieces with check.

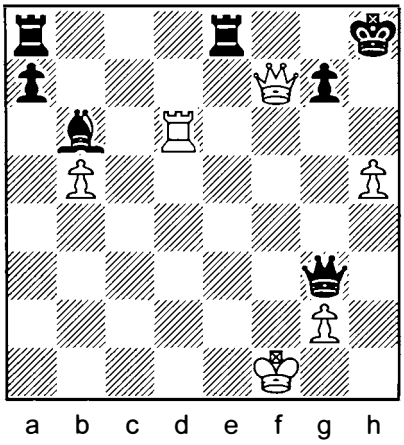
♔ White is up by a knight and threatens to finish things off with *Rh7+* or *Qc6+*. Black needs some *miracle whip* to save this game! Or maybe some "stale" bread. Step 1: Block the f-pawn. 1...Bf5+! 2.gxf5 (or 2.Rxf5). Step 2: Get rid of the rook and queen. 2...Rc3+! 3.Kxc3 Qd4+ 4.Kb3 Qc3+! 5.Kxc3 ½-½ (or 5.Ka2 Qb3+ 6.Ka1 Qa2+ 7.Kxa2) [3.bxc3 Qd1+ 4.Kb2 Qb1+ 5.Ka3 Qb3+]



❶ WHITE TO MOVE
Make a Draw



❷ BLACK TO MOVE
Make a Draw



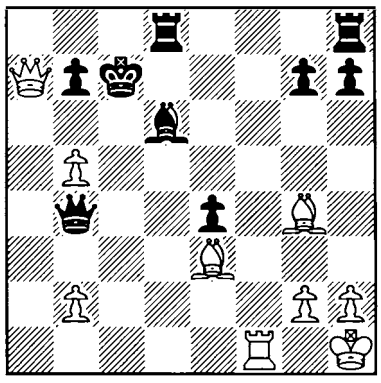
❸ WHITE TO MOVE
Make a Draw

CHECKOLOGY 19

TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

❶



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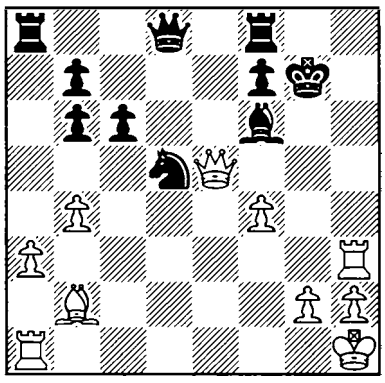

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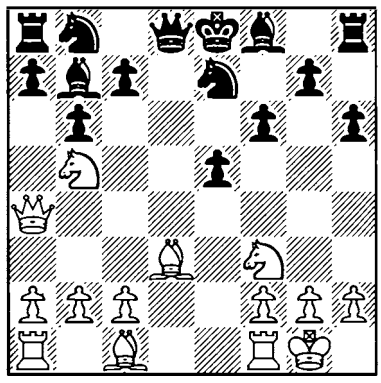
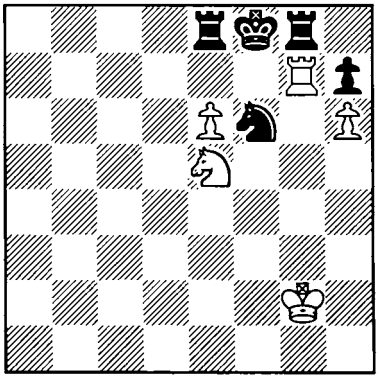


MATE in 2

❹



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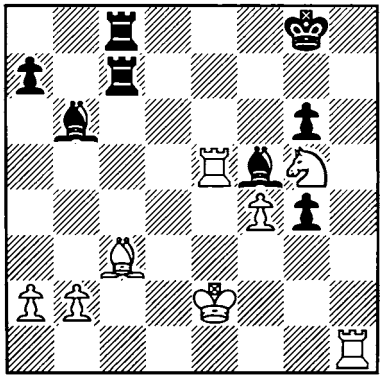

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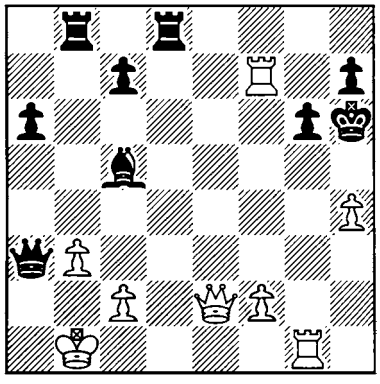
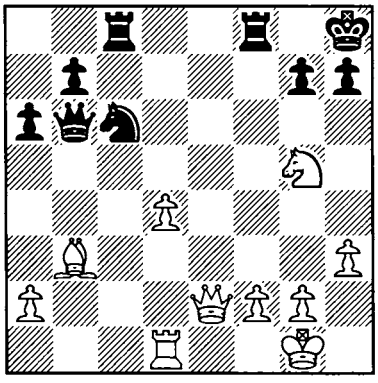


MATE in 3

❼



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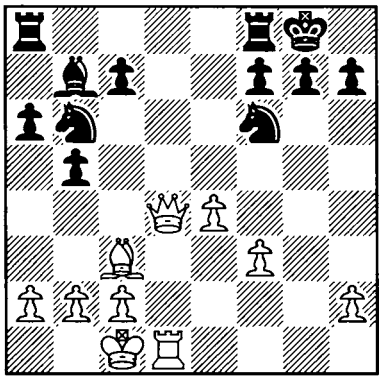

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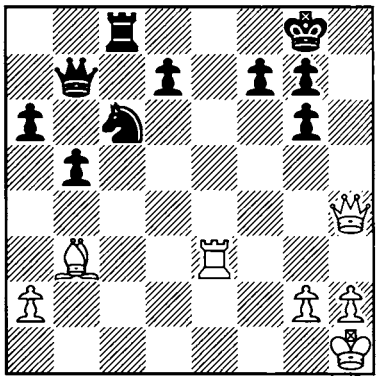
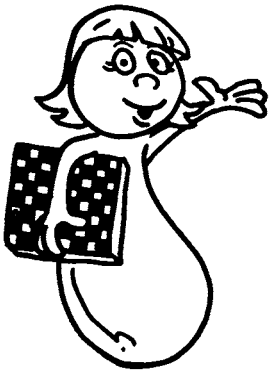


LILY'S PUZZLERS

THE EXTRA SQUARE



Here is a paradox that has boggled many a mind.

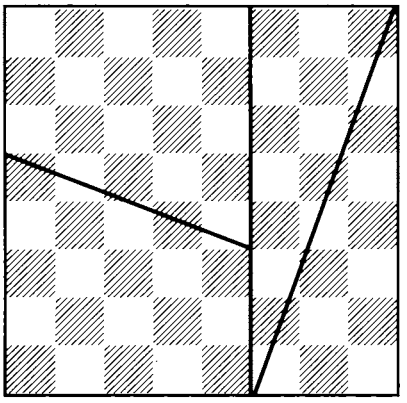
First we divide a chessboard into four parts. There are two triangles with sides of 3 and 8 squares, and two trapezoids with sides of 3 and 5.

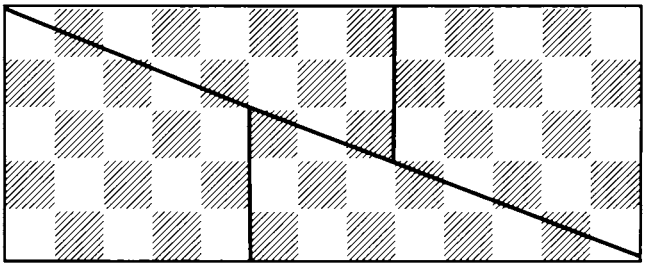
Then we put the parts back together in the lower diagram to form a 5 by 13 board.

A normal chessboard has 64 squares. Our new 5 by 13 board has 65 squares! Somehow, we now have an extra square!

Can you explain it?

☞ 280

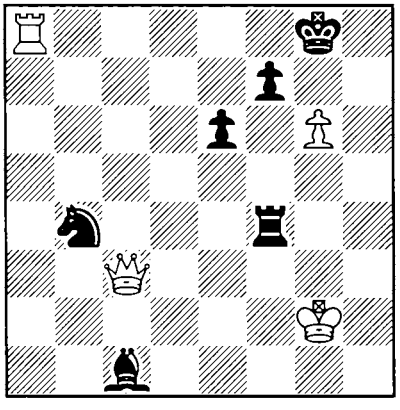




Switcheroos (40)

In each diagram, switch two pieces so that the black king stands in checkmate. Any two pieces can trade places. Colours do not matter. The resulting position must be legal. No fair putting pawns on the first or last rank or placing both kings in check. Good luck! ☞ 273

❶



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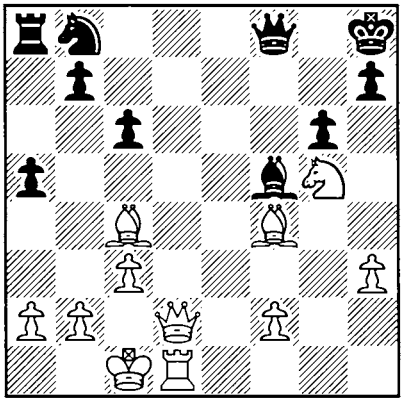

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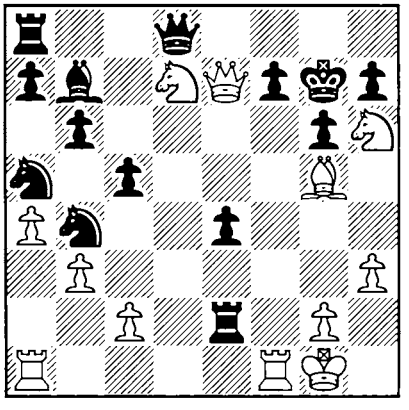
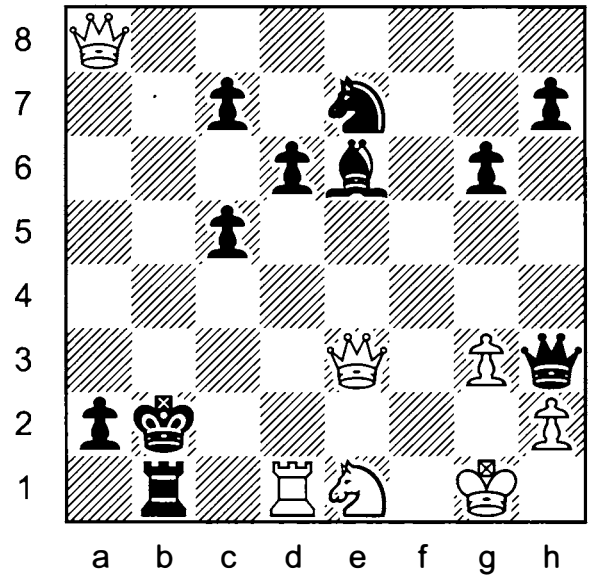


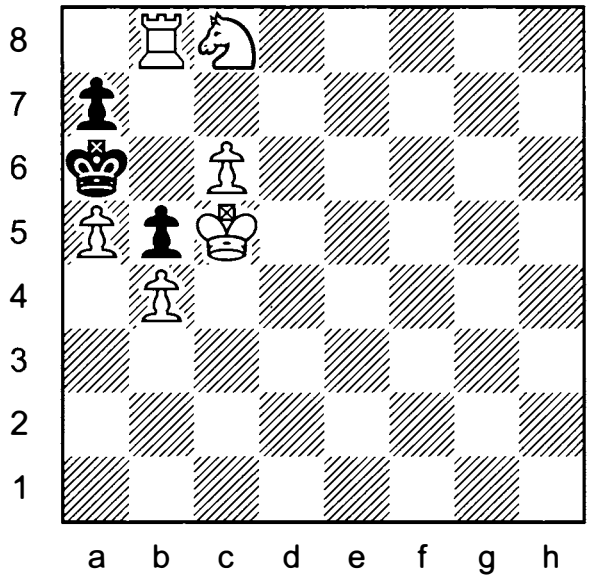
KIRIL'S KONTEST 79

❶



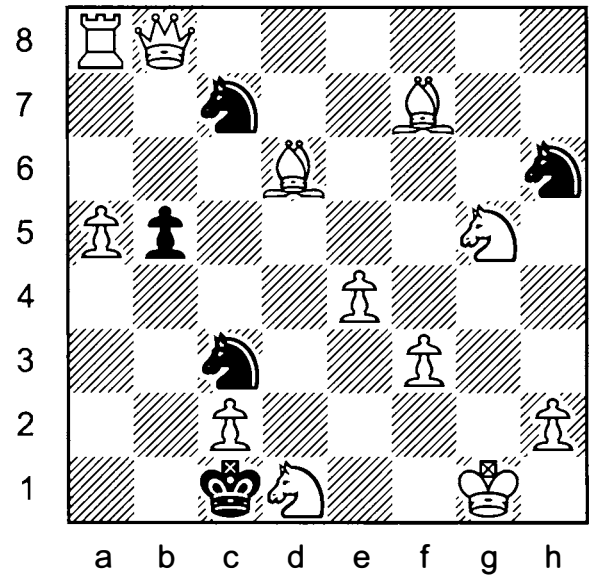
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

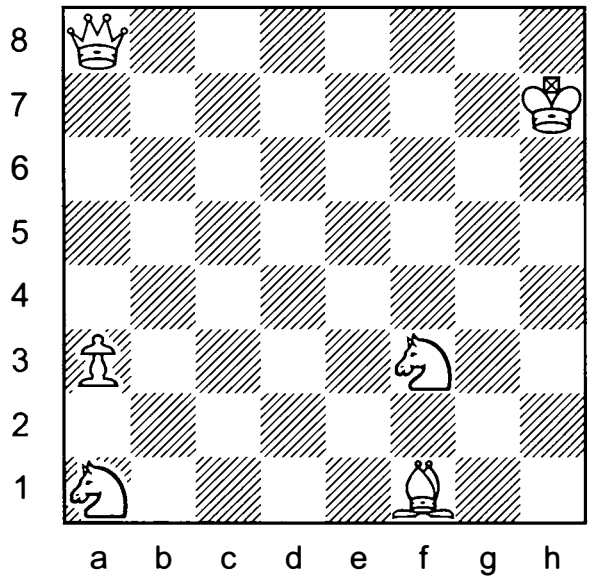
❸



ROOK MAZE IN 30

Only the white rook moves. Capture the black king in thirty moves or less, without taking any pieces or moving where the rook can be taken.

❹



TRIPLE LOYD

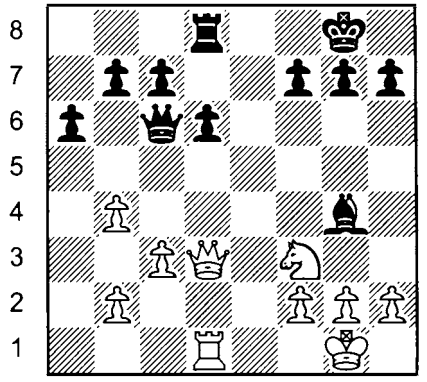
Place the black king in:

A checkmate
B stalemate
C mate in 1

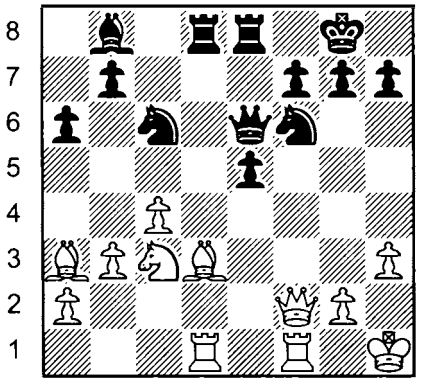
TACTICS 101

(60)

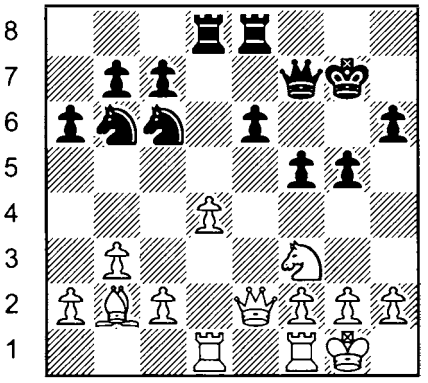
WHITE TO MOVE **FIND the WINNING MOVE** *WIN MATERIAL OR MATE*



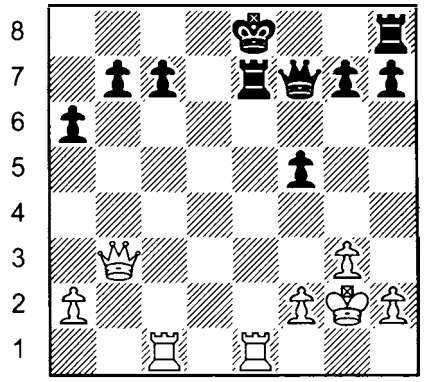
❶ a b c d e f g h



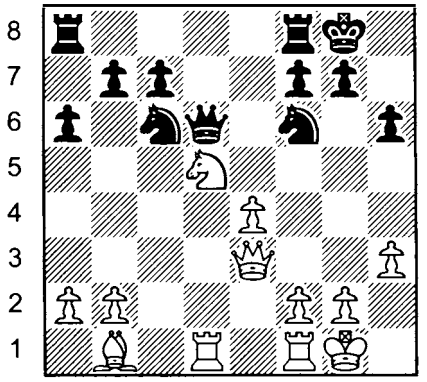
❷ a b c d e f g h



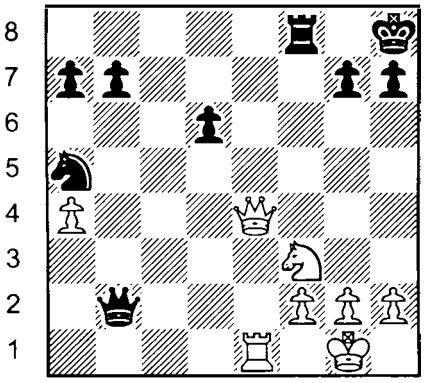
❸ a b c d e f g h



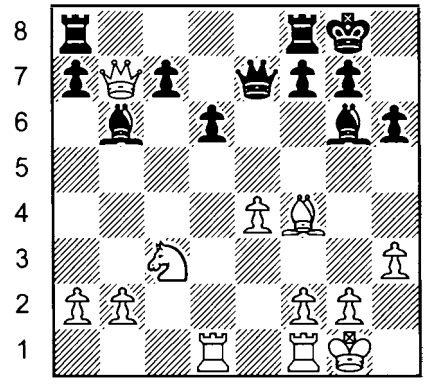
❹ a b c d e f g h



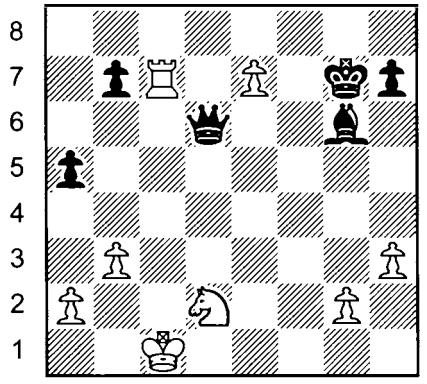
❺ a b c d e f g h



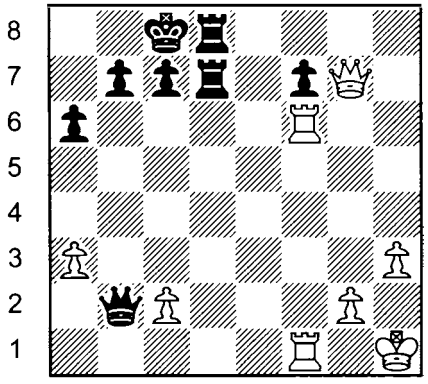
❻ a b c d e f g h



❼ a b c d e f g h



❽ a b c d e f g h



❾ a b c d e f g h

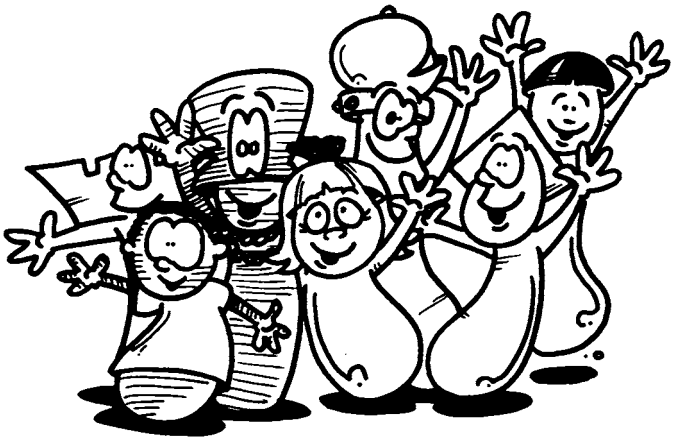
COMBO MOMBO!!

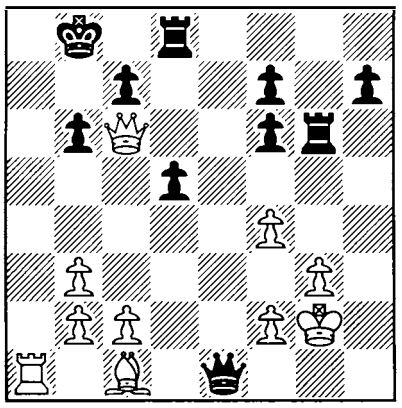
JUMBO MIX

Can you find the combinations in the following positions? Each example uses a theme from one of the last two Combo Mombos.

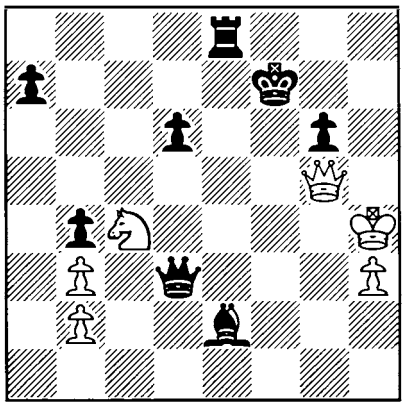
You can work on the problems as a review exercise or a quiz. Or you can just do them for fun!

☞ 271

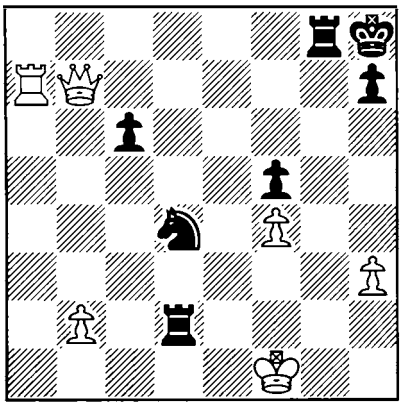




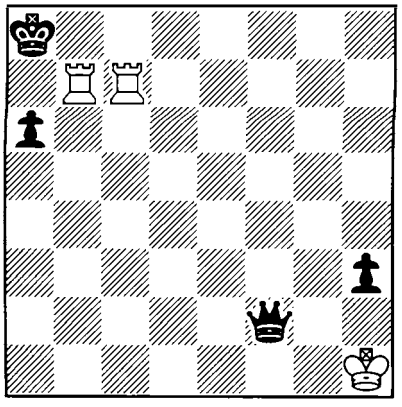
❶ BLACK TO MOVE
Make a Draw



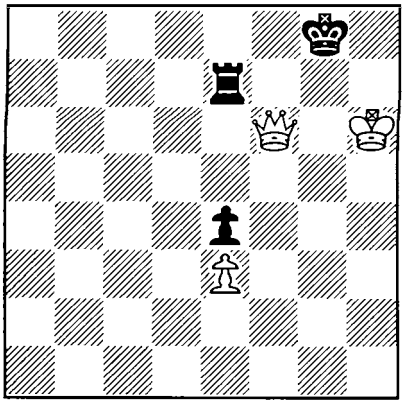
❷ WHITE TO MOVE
Make a Draw



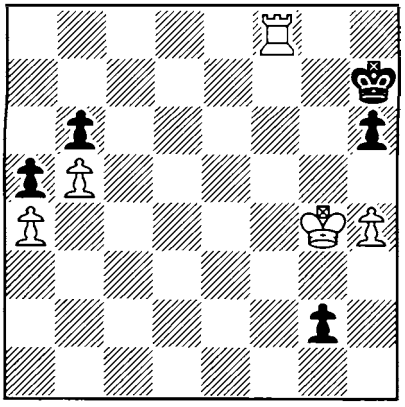
❸ BLACK TO MOVE
Make a Draw



❹ WHITE TO MOVE
Make a Draw



❺ BLACK TO MOVE
Make a Draw

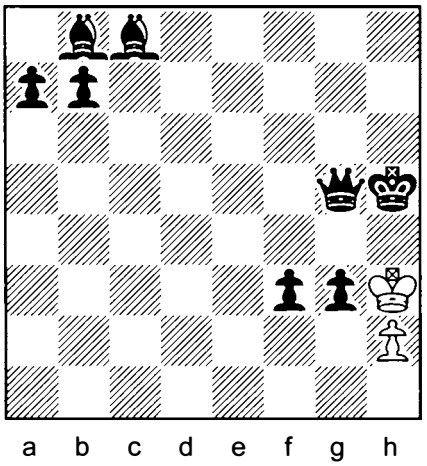


❻ WHITE TO MOVE
Make a Draw

LILY'S PUZZLERS

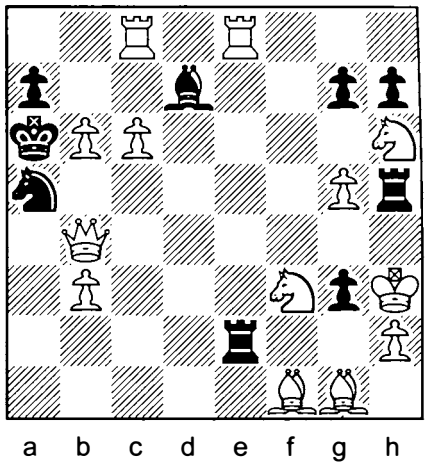
RETRO #28

❶



WHAT WERE THE LAST 8 MOVES?

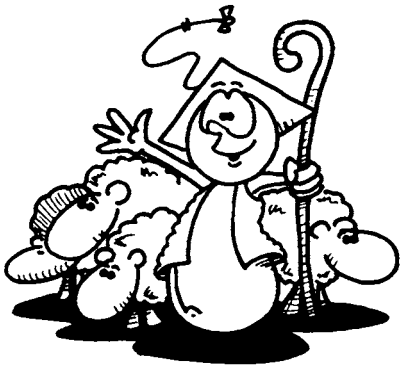
❷



WHAT WERE THE LAST 10 MOVES?

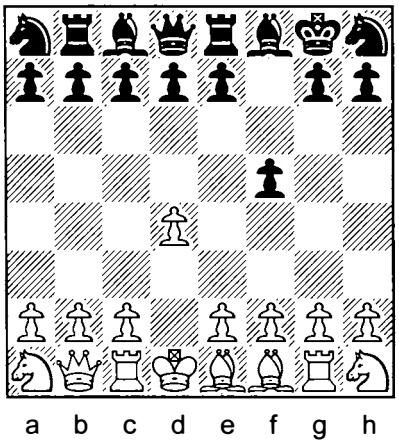
Welcome, students!
Here are the final two positions on your *Chess Detective Examination*. Keep an eye out for important clues. They could be hidden anywhere. "In passing" this exam, you will earn your Master Detective degree. Good luck! ☞ 301

WHO'S THE GOOF?

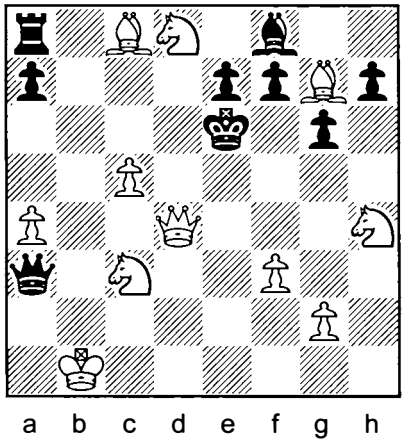


All right, let's get serious! Somebody messed up here. In each diagram, something is wrong. The positions are illegal. Can you find the goof? ☞ 276

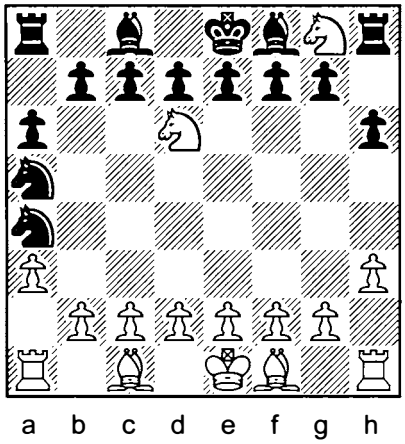
❶



❷



❸

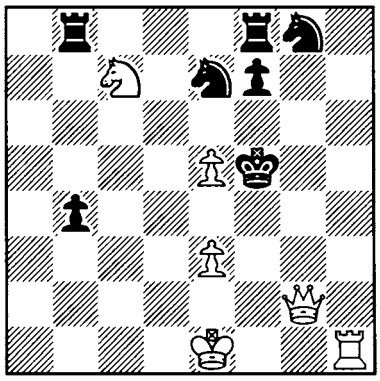


CHECKOLOGY 20

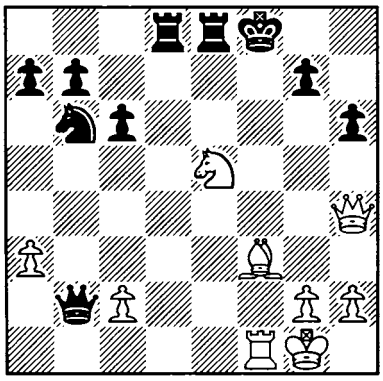
TOP ROW: MATE IN 1 MIDDLE ROW: MATE IN 2 BOTTOM ROW: MATE IN 3

MATE in 1

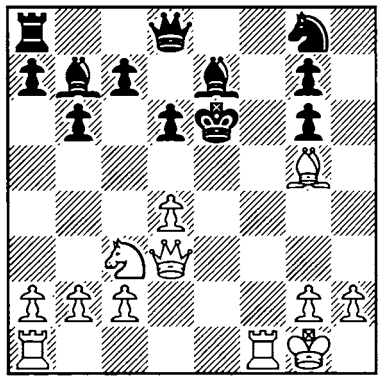
❶



❷

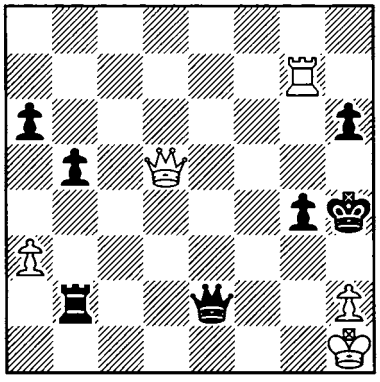


❸

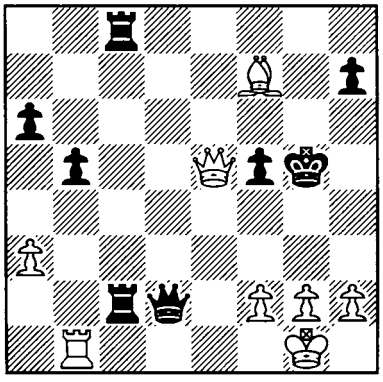


MATE in 2

❹



❺



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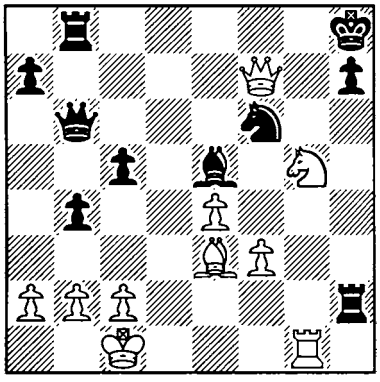
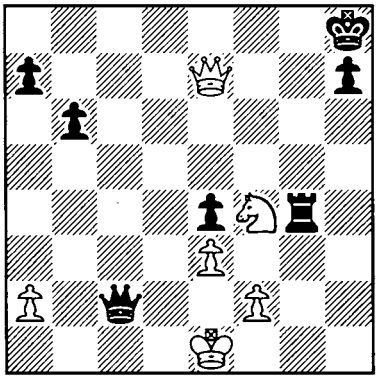
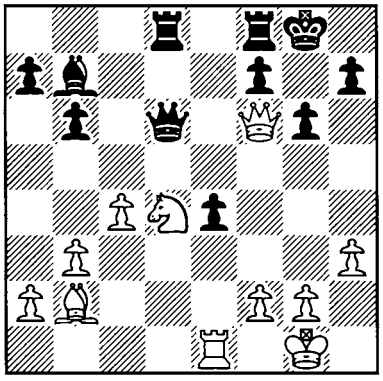


MATE in 3

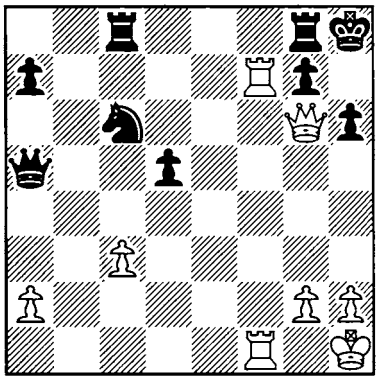
❼



❽

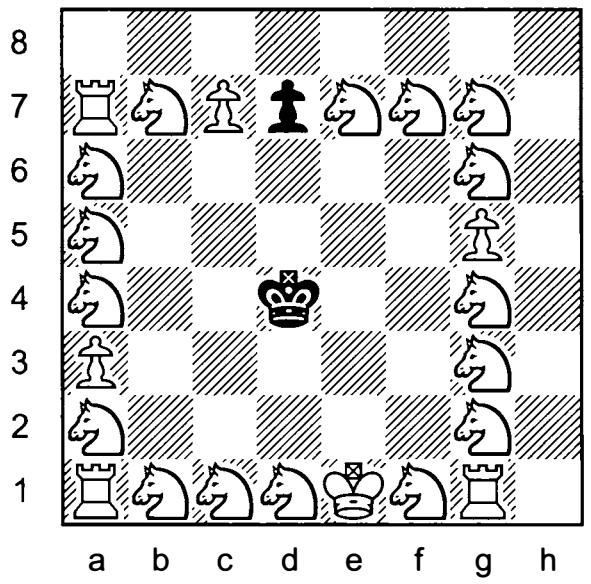


❾



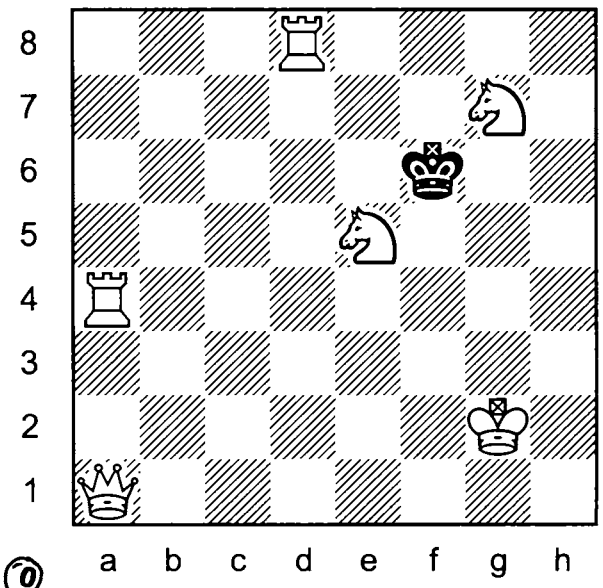
KIRIL'S KONTEST 80

❶



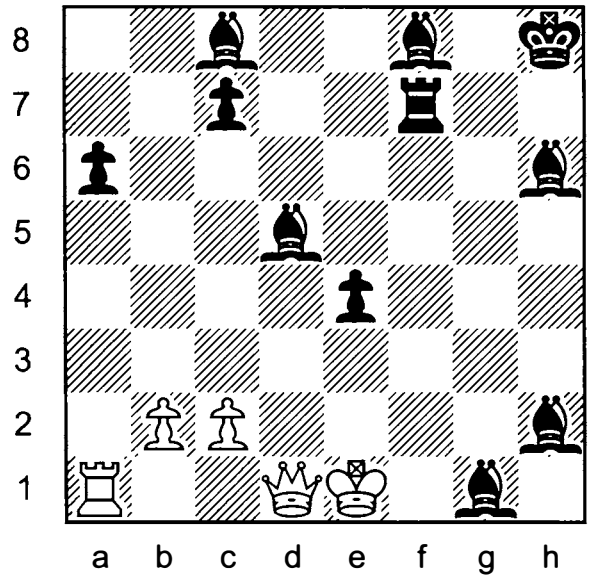
WHITE TO MATE IN 1

❷



WHITE TO MATE IN 2

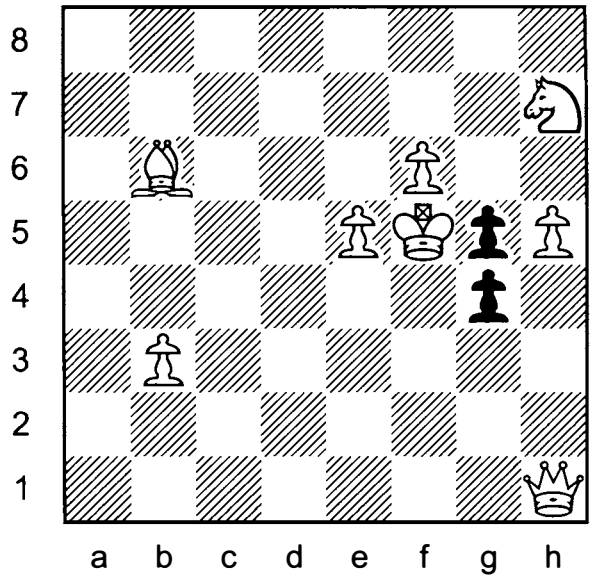
❸



QUEEN MAZE IN 8

Only the white queen moves. Capture the black king in eight moves or less, without taking any pieces or moving where the queen can be taken.

❹

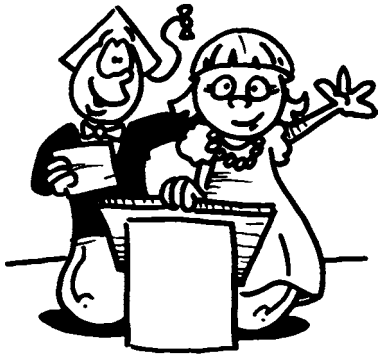


TRIPLE LOYD

Place the black king in:

A checkmate
B stalemate
C mate in 1

SOLUTIONS



Good evening, gals and pals. We are pleased to present you with the solution pages! If you have any questions about how to read chess notation, please see page 4.

Unless the instructions say otherwise, each problem in this book has only one solution. If your answer is different from the one given here, look to see what is wrong with your move. There is probably a defence you overlooked.

Accuracy is very important in chess. Your goal should be to make 100% on every sheet, especially the *Mates* and *Tactics 101.* If you have lots of wrong answers, it's usually because you are going too fast. Try taking more time, and double check your answers.

And the prize for best chess scores goes to ...

MATE in ONE

#41 page 10
1. Re8
2. Rf8
3. Rg3
4. Bh6
5. Bg7
6. Rh8
7. Rg8
8. Be5
9. Rxg6

#42 page 18
1. Qg8
2. Qd7
3. Qg6
4. Qf7
5. Qe7
6. Qe4
7. Rc8
8. Re7
9. Qh8

#43 page 27
1. Rxh7
2. Rc8
3. Ng6
4. Rh8
5. Ne6
6. Ng6
7. Nf6
8. Nc7
9. Nf7

#44 page 33
1. Qg7
2. Ne7
3. Nh6
4. Nh6
5. Qxg6
6. Qh8
7. Nf6
8. Qf8
9. Qh8

#45 page 40
1. Qd7
2. Qe7
3. Qc7
4. Bb4
5. Qd4
6. Bf4
7. Be7
8. Bc7
9. Qf6

#46 page 46
1. Qc8
2. Qh7
3. Qa1
4. Qc6
5. Qh6
6. Qd8
7. Qge4
8. Qd6
9. Qh1

#47 page 53
1. Rg8
2. Re8
3. Rxh6
4. Rd8
5. Bd8
6. Re8
7. Bf6
8. Bf8
9. Re7

#48 page 58
1. Nc6
2. Rf8
3. Rg7
4. Rf7
5. Rh8
6. Rc8
7. Nf7
8. Rf7
9. Re7

#49 page 64
1. Bh5
2. Qe7
3. Rd8
4. Bd7
5. Qd8
6. Qg6
7. Qc6
8. Qf8
9. Qe6

#50 page 76
1. Rd5
2. Rg4
3. Rd7
4. Re4
5. Rd6
6. Rf4
7. Rc4
8. Rf4
9. Ne8

#51 page 81
1. Qe8
2. Rxh7
3. Rh3
4. Bxh7
5. Qg5
6. Re8
7. Rg8
8. Rxh7
9. Bg8

#52 page 88
1. Qc7
2. Qd5
3. Qc6
4. Rb1
5. Qb5
6. Qb4
7. Qb3
8. Qxf7
9. Qe4

#53 page 92
1. Qg5
2. Qd1
3. Q1d5
4. Qe1
5. Qg2
6. Qc4
7. Qe3
8. Qa6
9. Kf6

#54 page 98
1. Qb5
2. a3
3. Qc4
4. c3
5. Ra4
6. Bd2
7. Re4
8. Qa5
9. Qe4

#55 page 104
1. Qh6
2. Qh8
3. Re6
4. Qe7
5. Qf8
6. Qg5
7. Qh8
8. Qf6
9. Qg8

#56 page 111
1. Ne4
2. Re4
3. Qh5
4. Qh4
5. Qg7
6. Be2
7. f4
8. h4
9. Qh3

#57 page 117
1. Bxh7
2. Qg6
3. Qf7
4. Qxh7
5. Qh8
6. Nf6
7. Ne7
8. Qg4
9. Rg1

#58 page 124
1. Bd1
2. Nc3
3. Qa7
4. Bd7
5. Qc4
6. Ra1
7. Nb6
8. Rc4
9. Qc6

#59 page 129
1. Qa8
2. Qe4
3. Nb4
4. Qgg2
5. Nc7
6. Qga8
7. Qd4
8. Qh1
9. Qg2

#60 page 135
1. Qg7
2. Kb4
3. Qgg5
4. Qag1
5. Qe4
6. Q7g2
7. Qah5
8. Qg8
9. Qe4

MATE in TWO

#21 page 11

❶ 1.f8=R Kh6 2.Rh8#
❷ 1.Qg6+
1...Kf1 2.Qb1#
1...Kh1 (or 1...Kh2) 2.Qg2#
❸ 1.Qh4+ Kf1 2.Qf2#
(or 2.Qh1#)
❹ 1.Qe8+ Rxe8 2.Rxe8#
❺ 1.Nf6+ Kh8 2.Qxh7#
[*1.Bf6? Nf5 or 1.Ng5? f5*]
❻ 1.Re8+ Kg7 2.Nf5#
❼ 1.Bxf7+ *any* 2.Qe6#
❽ 1.Qxf7+ Kd7 2.Be6#
❾ 1.Nf6+ Kf8 2.Bh6#

#22 page 19

❶ 1.Qg4 Ke1 2.Qe2#
❷ 1.Qf2 a2 2.Qf1#
❸ 1.Qa1+ Kd2 2.Qe1#
❹ 1.Bf8+
1...Kf6 2.Ne4#
1...*others* 2.Bh6#
❺ 1.Qh8+ Bxh8 2.Rxh8#
❻ 1.Rg8+ Kxg8 2.Rg1#
❼ 1.Qc8+ Ke7 2.Nd5#
❽ 1.Qg6+ hxg6 2.Bxg6#
❾ 1.Nf6+ Kd8 2.Ba5#

#23 page 28

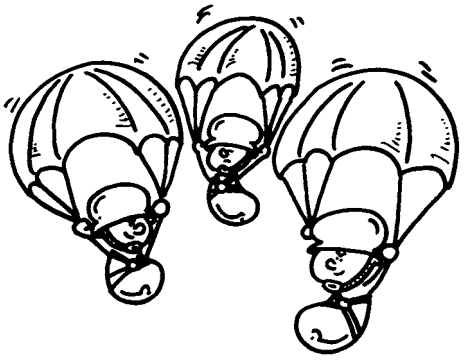
❶ 1.Rh7+ Kg8 2.Rbg7#
❷ 1.Re7+ Kd8 2.Rf8#
❸ 1.Rh7
1...Rf4 2.Rb8#
1...Rd4 2.Rh8#
1...Ra8 2.Rh8#
1...*others* 2.Rh8#
(or 2.Rb8#)
❹ 1.Rd7+
1...Kg6 2.Re6#
1...Kg8 2.Re8#
❺ 1.Rf7 *any* 2.R1f6#
❻ 1.Rcg7+ Kf8 2.Rh8#
❼ 1.Rxh6+ gxh6 2.Rh7#
❽ 1.f6 *any* 2.Rxg7#
❾ 1.Rd8
1...g6 (or 1...g5)
2.Re7# or 2.Rd7#
1...*others* 2.Rh8#

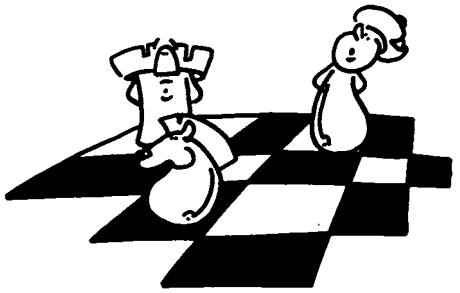
#24 page 34

❶ 1.Qf8+ Kh7 2.Rf7#
❷ 1.Qf6+ Kg8 2.Bc4#
❸ 1.Qe8+ Kg7 2.Qf8#
[mate in 3: 1.Bc4+]
❹ 1.Re8+ Kh7 2.Rh8#
(or 2.Qh8#)
❺ 1.Qf6+ Rg7 2.Re8#
❻ 1.Re8+ Kh7 2.Qh3#
❼ 1.Qd5+ Kh8 2.Rf8#
[mate in 3: 1.Bc4+ Rxc4]
❽ 1.Qf5+ g6 2.Qf7#
[mate in 3: 1.Bd3+]
❾ 1.Bd3 *any* 2.Qh7#

#25 page 42

❶ 1.Qh7+ Kf8 2.Rd8#
❷ 1.Qd7+ *any* 2.Re8#
❸ 1.Qh7+ Kf8 2.Qh8#
❹ 1.Rd8+ *any* 2.Qd7#
❺ 1.Rh7+ Kg8 2.Qf7#
[mate in 3: 1.Qd8+]
❻ 1.Rf7+ Ke8 2.Qd7#
[mate in 3: 1.Re1+]
❼ 1.Qd7+ Kf8 2.Qd8#
❽ 1.Qd4+ Kg8 2.Qg7#
❾ 1.Qh3+ Kg8 2.Qh7#
[mate in 3: 1.Qc8+, 1.Qd8+,
& 1.Rf8+]





THE PEACE KEEPER

#26 page 48

❶ 1.Rf8+ Rxf8 2.Qxf8#
❷ 1.Nf6+ Kg7 2.Rh7#
❸ 1.f5+ g5 2.fxg6 e.p.#
❹ 1.Qe8+
1...Nxe8 2.Rf8#
1...Ng8 2.Nf7#
[*1.Rxf6? Qg1+*]
❺ 1.Qxh7# Nxh7 2.Rf8#
[*1.Rxf6? Qe4+*]
❻ 1.Qxf6
1...gxf6 2.Rxh7#
1...Qc7 2.Qf8#
1...Rd7 (or 1...Rg4)
2.Qf8#
1...*others* 2.Qxg7#
❼ 1.Nf6+ *any* 2.Rxe8#
❽ 1.Rb8+ Kxb8 2.Rd8#
❾ 1.Qxf8+ Kxf8 2.Rc8#

#27 page 55

❶ 1.Ne6+ Ke8 2.Re7#
❷ 1.Rg7+
1...Kf8 2.Nxh7#
1...Kh8 2.Nf7#
❸ 1.Bg5+
1...Ke8 2.Nd6#
1...Kc8 2.Rc7#
(or 2.Nd6# or 2.Na7#)
❹ 1.Rxg6+ Rf6 2.Bxf6#
❺ 1.Nf6+ Kh8 2.Bg7#
❻ 1.Ra7+ Kg8 2.Rxa8#
❼ 1.Rxh7 any 2.Rh8#
[mate in 3: 1.Rg7+]
❽ 1.Nf8 any 2.Rxh7#
❾ 1.Bb5
1...Bf6 2.Rc7#
1...Bb4 2.Rc7#
1...Rd8 2.Rc8#
1...*others* 2.Rc8#

MATE in TWO

#28 page 60

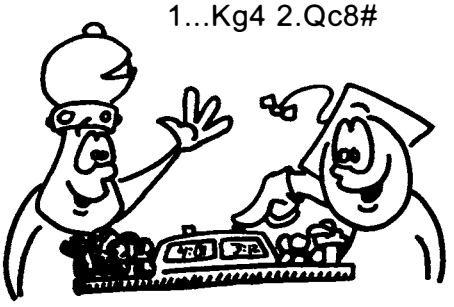
❶ 1.Qh7+ Kf8 2.Qh8#
[mate in 3: 1.Ne7+ & 1.Nf6+]
❷ 1.Rxg7+ Kxg7 2.Rg1#
[mate in 3: 1.Qf6, 1.Qh6, & 1.Rh1]
❸ 1.Qf6+ Kg8 2.Nh6#
[mate in 3: 1.Rd7+]
❹ 1.Qh6+ Kg8 2.Qh8#
❺ 1.Nxf6+ Kf8 2.Rh8#
❻ 1.Rh7+
1...Rxh7 2.Qxh7#
1...Kg8 2.Qg6#
❼ 1.Qxh7+ Rxh7 2.Rxh7#
❽ 1.Rh8+ Bxh8 2.Nh7#
❾ 1.Rd7
1...*any* 2.Qh8#
1...Rf7 2.Qh8# (or 2.Qxf7#)
1...Qxa2 2.Qh8#
(or 2.Qh7#)

#29 page 66

❶ 1.Bc4+ Kh8 2.Rxf8#
❷ 1.Bh6+ Kg8 2.Re8#
❸ 1.Re8+ Kh7 2.Rh8#
❹ 1.Bf7+
1...Kf8 2.Bd6#
1...Kd8 2.Bg5#
❺ 1.Bb5+
1...Rd7 2.Rc8#
1...Bd7 2.Re1#
❻ 1.Rxc6+ bxc6 2.Ba6#
❼ 1.Bb5+ Rxb5 2.Rd8#
❽ 1.Rxg7+ Kh8 2.Rg8#
❾ 1.Rf4 *any* 2.Rf8#

#30 page 77

❶ 1.Qh8+ Kf7 2.Ng5#
❷ 1.Ne7+ Bxe7 2.Qg7#
[*1.Nf6+? Qxf6!*]
❸ 1.Bxg7+ Kxg7 2.Qf6#
❹ 1.Nf5+
1...gxf5 2.Qh5#
1...Kh7 2.Qxg7#
❺ 1.Bg5+ Kxg5 2.Qf4#
❻ 1.Nh6+
1...gxh6 2.Qg3#
1...Kh8 2.Qxf8#
[*1.Qh6? Qxc3!*]
❼ 1.Qh7+ Nxh7 2.Ng6#
❽ 1.Qf6+ Kg8 2.Qe6#
❾ 1.Qc5+
1...Kxe4 2.Bg6#
1...Kg4 2.Qc8#



#31 page 82

❶ 1.Ne6+
1...Kh6 2.Rh3#
1...Kg8 (or 1...Kh8) 2.Rf8#
❷ 1.Rg8+ Rxg8 2.Nxf7#
❸ 1.Nf6 *any* 2.Rxh7#
❹ 1.Qf6+ Kg8 2.Qg7#
❺ 1.Qf7+ Kh8 2.Qh7#
❻ 1.Bc4+ Kh8 2.Rf8#
[mate in 3: 1.Qe8+]
❼ 1.Qxh6+
1...gxh6 2.Rxh6#
1...Kg8 2.Qxg7# (or 2.Qh8#)
❽ 1.Rh1 any 2.Rh8# (or 2.Qh8#)
[mate in 3: 1.Rxg6+, 1.Qxg6+, & 1.Nxg6]
❾ 1.Qe6+
1...Kh8 2.Ng6#
1...Kf8 2.Qf7#
[mate in 3: 1.Rxd8+ & 1.Qxh7+]

#32 page 89

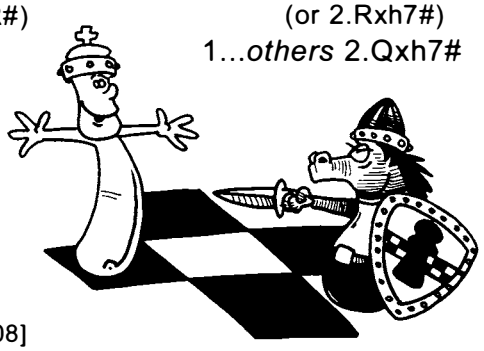
❶ 1.Qf6+ Ke8 2.Rd8#
[mate in 3: 1.Qe5+]
❷ 1.Kh4+ *any* 2.Kg3#
❸ 1.Qg8+ Rxg8 2.fxg8=Q#
(or 2.fxg8=R#)
❹ 1.Qf6 any 2.Qg7#
(or 2.Qh8#)
[mate in 3: 1.Qxh7+]
❺ 1.Bd6 *any* 2.Qf7#
❻ 1.Rxh5+ gxh5 2.Qh6#
❼ 1.Re8+ Kh7 2.Bg8#
❽ 1.Bd5+ *any* 2.Qxg7#
❾ 1.Qxh6+ gxh6 2.Rh7#
[Coakley & M. Bendzsa 2008]

#33 page 95

❶ 1.Rfe7+ Kd8 2.Rad7#
❷ 1.Re5 *any* 2.Re8#
[*1.Rb7? Rd4*]
❸ 1.Rf7+ Ke8 2.Kf6#
❹ 1.Rxh7+ Kxh7 2.Rh1#
❺ 1.Qxh7+ Kxh7 2.Nf6#
❻ 1.Ne7 *any* 2.Rh4#
❼ 1.Qg7+ Kxg7 2.h8=Q#
❽ 1.e8=N+
1...Kh8 2.Rf8#
1...Kh6 2.Rh4#
❾ 1.Bh7+ *any* 2.g8=Q#

#34 page 100

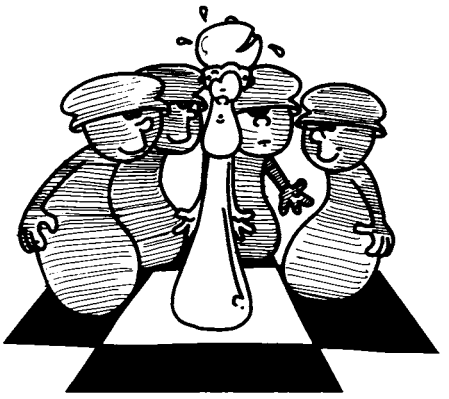
❶ 1.Qf8+ Kh7 2.Qg8#
[mate in 3: 1.Qf6+]
❷ 1.Rf7+
1...Kh8 2.Qh7#
(or 2.Rh7#)
1...Kg8 2.Qh7#
❸ 1.Qf4+
1...Qf7 2.Qxf7#
1...Qf5 2.Qxf5#
❹ 1.Qf7+
1...Kh8 2.Qf6#
1...Kh6 2.Re6#
❺ 1.Re7+ Kh8 2.Qh6#
❻ 1.Qxg6+
1...Kf8 2.Qxf7#
1...Kh8 2.Re8#
❼ 1.Rd7+ Kh8 2.Qf6#
[mate in 3: 1.Re7+, Rc7+, & 1.Rxb7+]
❽ 1.Re8+ Qxe8 2.Qf6#
❾ 1.Rf7
1...Qe5 2.Qxh7#
(or 2.Rxh7#)
1...Qh5 2.Qg7#
(or 2.Rxh7#)
1...*others* 2.Qxh7#



MATE in TWO

#35 page 105

❶ 1.Qc6+
1...Kb8 2.Qb7#
1...Kd8 2.Bg5#
[mate in 3: 1.Qb7+]
❷ 1.Bh3+ *any* 2.Bf4#
❸ 1.Qb7+ Kd8 2.Bb6#
❹ 1.Rc8+ Rd8 2.Bc6#
❺ 1.Re7+ Kc6 2.Bb7#
❻ 1.Re1+ Kd7 2.Re7#
❼ 1.Bg8+ Kxg8 2.Qh7#
❽ 1.Nf7+ Kg8 2.Nh6#
[mate in 3: 1.Nxg6+]
❾ 1.Rh8+
1...Kxh8 2.Qf8#
1...Kg7 2.Qf8#



#36 page 112

❶ 1.Rxh6+ gxh6 2.Qxh6#
❷ 1.Nxh5+
1... Kh6 2.Ng3#
(or 2.Nf4# or 2.Ng7#)
1... *others* 2.Qg7#
[mate in 3: 1.Ne8+ & 1.Rxh5]
❸ 1.Rxg6+ fxg6 2.Qxg6#
❹ 1.Qh6+ Rg7 2.Qxg7#
❺ 1.Rg7+ Kxg7 2.Qh8#
❻ 1.Ng5 *any* 2.Qh7#
❼ 1.Rxh6+ Kg8 2.Nf6#
❽ 1.Nf5
1...gxf5 2.Rg1#
1...*others* 2.Qg7#
[mate in 3: 1.Nxg6]
❾ 1.Qh5
1... Rfd8 2.Qh8#
1...*others* 2.Qh7#

#37 page 120

❶ 1.h6 *any* 2.Rh8#
❷ 1.Rxh7+ Kxh7 2.Rh1#
❸ 1.Rce7
1...Rf8 2.Re6#
1...Rd6 2.Rhf7#
1...*others* 2.Re6#
(or 2.Rhf7#)
❹ 1.Qf6+ Kg8 2.Qf8#
❺ 1.Qh3+ Kg8 2.Bc4#
[mate in 3: 1.Qf8+]
[*1.Bd3 g6*]
❻ 1.Qg6+ Kh8 2.Rf8#
[mate in 3: 1.Qe6+ & 1.Bc4+]
❼ 1.Rxh7+ *any* 2.Qxg6#
❽ 1.Ng6+ hxg6 2.hxg6#
❾ 1.Nf6
1...gxf6 2.Qxh7#
1...e4 (or 1...g6) 2.Rxh7#
1...h6 2.Qh7#
1...Qxc3 (or 1...Rxc3)
2.Rxh7#
1...others 2.Qxh7#
(or 2.Rxh7#)

#38 page 126

❶ 1.Re8+
1...Kg7 2.Qf8#
1...Rg8 2.Qf6#
[mate in 3: 1.Qf8+]
❷ 1.Rf7+
1...Kh8 2.Qe8#
1...Kg8 2.Qe8#
1...Kh6 2.Qh3#
❸ 1.Qf5+ *any* 2.Rf8#
[mate in 3: 1.Bd3+]
❹ 1.Qf8+ Kh7 2.Bd3#
[mate in 3: 1.Qf6+]
❺ 1.Bd3+ *any* 2.Qf8#
[mate in 3: 1.Qf5+ & 1.Qf7+]
❻ 1.Qf7+ Kg5 2.Qf5#
[mate in 3: 1.Bd3+ & 1.Qg4+]
❼ 1.Qh6+ *any* 2.Bc4#
❽ 1.Qf4+ Kg6 2.Bd3#
❾ 1.Qh5
1...g6 (or 1...g5) 2.Qxg6#
1...*others* 2.Rh8#

#39 page 130

❶ 1.Nd6+
1...Kf8 2.Rf7#
1...Kd8 2.Nc6#
❷ 1.Nfg6+ hxg6 2.Rh3#
❸ 1.Rg8+ Rxg8 2.Nxf7#
❹ 1.Nf6+
1...Kf8 2.Ncd7#
1...Kd8 2.Nb7#
❺ 1.Nc4+
1...Ke6 2.Ng5#
1...Kc6 2.Nfe5#
❻ 1.Rd8+ Rxd8 2.Nc7#
❼ 1.Ng6+
1...Kf7 2.Nh8#
1...Bf8 2.Rxf8#
❽ 1.Nd5
1...Bc3 2.Re7#
1...Bb4 2.Nf6#
1...Rf8 (or 1...Rh6)
2.Re7#
1...*others* 2.Re7#
(or 2.Nf6#)
❾ 1.Nfg6+
1...fxg6 2.Rxf8#
1...hxg6 2.Rh3#

#40 page 136

❶ 1.Qf6 *any* 2.Qg7#
[mate in 3: 1.Qc3]
❷ 1.Bh8 *any* 2.Qg7#
❸ 1.Qe5 *any* 2.Qg7#
(or 2.Qh8#)
❹ 1.Qxg6+ Kh8 2.Bf6#
❺ 1.Qb8+ Bf8 2.Qxf8#
❻ 1.Qf8+ Bxf8 2.Rxf8#
❼ 1.Rd8
1...Qxd8 2.Qg7#
1...f6 2.Qxf8#
(or 2.Rxf8#)
1...*others* 2.Qxf8#
(or 2.Qg7#
or 2.Rxf8#)
❽ 1.Rf8+ Bxf8 2.Qxf8#
❾ 1.Qxf7+ Kxf7 2.Bd5#

MATE in TWO

#41 page 141

❶ 1.Nf6+ Kf8 2.Rf7#
❷ 1.Ne7+ Kh8 2.Ng6#
❸ 1.Nf6+ Kh8 2.Rxh7#
❹ 1.Ne7+ *any* 2.Rf7#
❺ 1.Re7+ Kg8 2.Nf6#
❻ 1.Nb6+ *any* 2.Nd7#
❼ 1.Nc7+
1...Kf6 2.Ne8#
1...Kf8 2.Re8#
❽ 1.Ne7+
1...Kf6 2.Ng8#
1...Kf8 2.Nxg6#
❾ 1.Nf6+
1...Kxf6 2.Bc3#
1...Kf8 2.Nh7#

#42 page 148

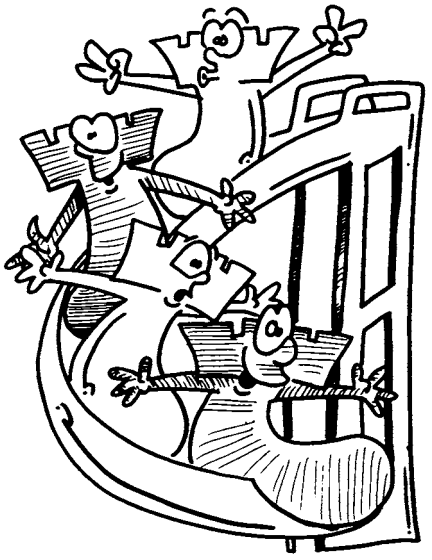
❶ 1.Rf3+ Kg8 2.Qh7#
❷ 1.Qf8+ Rxf8 2.Rxf8#
❸ 1.Bh7+ Kh8 2.Qf6#
❹ 1.Rh8+ Kxh8 2.Qh7#
❺ 1.Qg6 *any* 2.Qxg7#
[mate in 3: 1.Re7 & 1.Rd7]
❻ 1.Qxd8+ Nxd8 2.Rf8#
❼ 1.Rxh6+ Kxh6 2.Qh4#
❽ 1.Qxh5+ gxh5 2.Rh7#
❾ 1.Rd7+
1...Kf8 2.Qf7#
1...Kh8 2.Rh7#

#43 page 154

❶ 1.Nh5
1...gxh5 2.Rhg1# (2.Rdg1#)
1...*others* 2.Qg7#
[mate in 3: 1.Rxh7]
❷ 1.Qe6+
1...Rf7 2.Rxd8#
1...Kf8 2.Nh7#
1...Kh8 2.Rh1#
❸ 1.Nxg6
1...hxg6 2.Rh8# (or 2.Qh8#)
1...fxg6 2.Qg7#
1...*others* 2.Qh8#
[mate in 3: 1.Rxf7, 1.Rxh7, & 1.Nxf7]
❹ 1.Rxg6+ Kxg6 2.Nf4#
[mate in 3: 1.Rxf7+]
❺ 1.Qxf7+ Kxf7 2.Rd7#
❻ 1.Rxf7+
1... Kxf7 2.Nh6#
1... Kg8 2.Qg7#
[mate in 3: 1.Rxg6+]
❼ 1.Rh5
1...gxh5 2.Qf6#
1...*others* 2.Qxh7#
❽ 1.Qxg7+
1... Kxg7 2.Ne5# (or 2.Nh8#)
1... Ke8 2.Qe7#
1... Ke6 2.Qe7#
❾ 1.Rd8
1...gxf5 2.Qf6#
1...Rxd8 2.Qg7#
1...*others* 2.Qg7#

#44 page 161

❶ 1.d5+
1...Kd7 2.Bf5#
1...Kxd5 2.Bf7#
❷ 1.Qe6+
1...Kxc5 2.b4#
1...Ka5 2.Ra4#
1...Kb7 2.Qc6#
❸ 1.f7+
1...Kxh7 2.Rh1#
1...Rxf7 2.Rh8#
❹ 1.Ng5+
1...hxg5 2.Qh5#
1...Kg6 2.Bf7# (or 2.Qf7#)
1...Kh8 2.Qf8#
❺ 1.Nxg6
1...fxg6 2.Bc4#
1...*others* 2.Qh8#
❻ 1.Nh5
1...gxh5 2.Qxh7#
1...*others* 2.Qg7#
❼ 1.Qxf6+
1...gxf6 2.Bh6#
1...Qf7 2.Qxf7#
❽ 1.Qxe6+
1...Kf8 2.Qf7#
1...Kg6 2.Bd3#
❾ 1.Qxe5+
1...dxe5 2.Bc5#
1...fxe5 2.Bg5#
1...Be6 2.Qxe6#



#45 page 166

❶ 1.Qh8+ Ke7 2.Qxg7#
❷ 1.Qh7+ Kf7 2.Bg6#
❸ 1.Bg6 any 2.Qh8#
❹ 1.Qg6
1...Qc7 2.Qxh6#
1...Rg8 (or 1...Rd7 or 1...Rc7) 2.Qxh6#
1...*others* 2.Qxg7# (or 2.Qxh6#)
[mate in 3: 1.Qf7]
❺ 1.Bxh6
1...Bxh6 2.Qg8# (or 2.Qxh6#)
1...Rd8 2.Bxg7#
1...Nf5 2.Qf7#
1...*others* 2.Qxg7#
❻ 1.Bc4+
1...Qxc4 2.Qxg7#
1...Kh8 2.Qxh6#
1...*others* 2.Qxg7#
❼ 1.Bxf7+ Kf8 2.Bd5#
❽ 1.Bh6
1...gxh6 2.Qf6#
1...Qg8 2.Qxg8#
1...Qf8 2.Qxf8#
1...Qg4 2.Qf8#
1...Ra7 2.Bxg7#
1...*others* 2.Bxg7# (or 2.Qxg7#)
❾ 1.Qg6 *any* 2.Qxg7#

MATE in TWO

#46 page 172

❶ 1.Rg7+ Kh8 2.Rxg6#
❷ 1.Qf7+ *any* 2.Qf6#
❸ 1.Rh5+
1...Kxh5 2.Be2#
1...Kg7 2.Qh6#
❹ 1.Nf6+ gxf6 2.Rdg1#
❺ 1.Qxf8+
1...Kxf8 2.Rh8#
1...Rxf8 2.Ne7#
❻ 1.Qf6
1...gxf6 2.Rdg1#
1...g6 2.Qh8#
(or 2.Rh8# or 2.Qg7#)
1...*others* 2.Qg7#
[mate in 3: 1.Qh4 & 1.Rdg1]
❼ 1.Rg6+
1...fxg6 2.Rxf8#
1...Qg7 2.Qxg7#
(or 2.Rxg7#)
❽ 1.Rxf7+ Kxf7 2.Qg7#
❾ 1.Qc8+ Kxc8 2.Re8#

#47 page 179

❶ 1.Nf7+ *any* 2.Qh8#
[mate in 3: 1.Qd7+]
❷ 1.Nd7+ Kh7 2.Nf8#
❸ 1.Ng4+
1...Kf8 2.Qh8#
1...Bf6 2.Qxf6#
❹ 1.Nxg6+ Kg8 2.Bc4#
[mate in 3: 1.Nf7+ & 1.Ng4+]
❺ 1.Nd3+ Kg6 2.Nf4#
[mate in 3: 1.Nd7+, 1.Nf3+, 1.Nf7+, & 1.Ng4+]
❻ 1.Nf3+ *any* 2.Ng5#
[mate in 3: 1.Ng4+]
❼ 1.Nc4+
1...Kf7 2.Nd6#
1...Kg5 2.Qh4#
[mate in 3: 1.Nf3+]
❽ 1.Nc6+ Kg5 2.Qh4#
[mate in 3: 1.Nf7+]
❾ 1.Nd7+
1...Ke7 2.Qg7#
1...Kg5 2.Qh4#
[mate in 3: 1.Ng4+]

#48 page 184

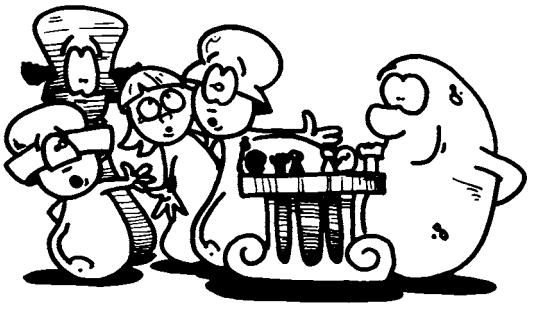
❶ 1.Nxg6+ Kg8 2.Qh8#
❷ 1.Rf8+ Kxf8 2.Qf7#
❸ 1.Qxg6+
1...Kf8 2.Qxf7#
1...Kh8 2.Rh3#
❹ 1.g8=N+ *any* 2.Qe7#
❺ 1.Rh6
1...g6 2.Qf6# (or 2.Qe5#)
1...gxh6 2.Qf6#
1...*others* 2.Qxh7#
(or 2.Rxh7#)
❻ 1.Ne7+ Rxe7 2.Rf8#
❼ 1.Rxh7+ Kxh7 2.Qh2#
[mate in 3: 1.Rg8+]
❽ 1.Be2
1...g6 2.Qf4#
1...Rh6 2.Qg3#
1...*others* 2.Qxh5#
❾ 1.Qh6+
1...Kxh6 2.Nf5#
1...Kh8 2.Nxf7#

#49 page 190

❶ 1.Rg7+
1...Kh8 2.Rg8#
1...Kf8 2.Rg8# (or 2.Qe7#)
[mate in 3: 1.Be6]
❷ 1.Qg8+
1...Rxg8 2.Nf7#
1...Nxg8 2.Rxh7#
❸ 1.Rg6 *any* 2.Rxg7#
[mate in 3: 1.Nh6+]
❹ 1.Qh6
1...gxh6 2.Nxh6#
1...g6 2.Qg7#
1...*others* 2.Qxg7#
❺ 1.Rc8+
1...Qxc8 2.Qe7#
1...*others* 2.Qf5#
[*1.Rc7? Qxc7!*]
❻ 1.Qd7+
1...Bxd7 2.Rf7#
1...Bf7 2.Qxf7#
(or 2.Rxf7#)
❼ 1.Rg4 *any* 2.Qh4#
❽ 1.Kh3 *any* 2.Qh4#
❾ 1.Qh1 *any* 2.Kg1#

#50 page 197

❶ 1.Nxf6+
1...Kf7 2.Ne4#
1...Kf8 2.Nh7#
1...Be6 2.Ng8#
1...*others* 2.Nxg8#
❷ 1.g5
1...hxg5 2.Rh2#
1...g6 2.R2d7#
1...*others* 2.g6#
❸ 1.Bh6
1...gxh6 2.Qxh7#
1...Rg8 2.Nf7#
1...*others* 2.Qxg7#
❹ 1.Qf6
1...Nxf6 2.Nxf6#
1...Rg8 2.Ng5#
1...*others* 2.Qg7#
❺ 1.Nf7+
1...Kxf7 2.Bc4#
1...Kd7 2.Bf5#
❻ 1.Qxb6
1...cxb6 2.Nd6#
1...Nd5 2.Qb8#
1...Bf5 2.Qxc7#
1...*others* 2.Qxc7#
(or 2.Qb8#)
[mate in 3: 1.Nd6+]
❼ 1.Bd8
1...d5 2.Be7#
1...*others* 2.Bb6#
❽ 1.Qb5
1...axb5 2.axb5#
1...*others* 2.Qa5#
❾ 1.Qf8
1...Rxf8 2.Rxf8#
1...Nh6 (or 1...Ne7) 2.Qg7#
1...*others* 2.Qxg8#



TACTICS 101

#33
KNIGHT FORKS
page 8

❶ 1.Nc7+
❷ 1.Ne3
❸ 1.Ng6
❹ 1.Ne4
1.Ne8+
❺ 1.Nc7+
1.Nd6+
❻ 1.Nb5
1.Nxe6+
❼ 1.Nd3
1.Nd7
1.Ng6+
❽ 1.Nc6
1.Nde6
1.Nge6
1.Nf7+
❾ 1.Nb6+
1.Ne3
1.Ne5
1.Ne7+
1.Nf6

#34
QUEEN FORKS
page 15

❶ 1.Qd5+
❷ 1.Qf5
❸ 1.Qa4+
❹ 1.Qc6
❺ 1.Qg8+
❻ 1.Qb5
❼ 1.Qd6+
1.Qe3+
❽ 1.Qb3+
1.Qd7
1.Qg4+
❾ 1.Qa5+
1.Qc3+
1.Qf4+
1.Qh2+

TACTICS 101 #1 to #32 were in volume 1.

#35
DISCOVERED CHECKS
page 32

❶ 1.Bb1+
❷ 1.Rxh7+
❸ 1.Nd4+
❹ 1.e7+
❺ 1.Ne4+
❻ 1.Nc8+
❼ 1.Ra6+
1.Rxg6+
❽ 1.Bc7+
1.Bd4+
1.Bxg7+
❾ 1.Bb3+
1.Bc4+
1.Be6+
1.Be8+
1.Kf3+

#36
X-RAYS
page 38

❶ 1.Qa8+
❷ 1.Bd4
❸ 1.Rf7+
❹ 1.Bh6+
❺ 1.Re1
❻ 1.Qf3
❼ 1.Bg5+
1.Rg7+
❽ 1.Re1+
1.Qe3+
1.Qg3+
❾ 1.Bc4+
1.Bf5+
1.Rf6+
1.Rh6+
(1...Rg6 2.Bxg6)

#37
DOUBLE CHECKS
page 52

❶ 1.Rd8#
❷ 1.Ne6+
❸ 1.Be5+
❹ 1.Nf6#
❺ 1.Nf6+
[*1.Ne7+?*]
❻ 1.Re7#
[*1.Rxd6+?*]
❼ 1.Ne5+ Ke7
2.Nc6#!
(or 2.Ng6+)
❽ 1.Rg6+ Kh7
2.Rg7+ Kh8
3.Rh7#
❾ 1.Be4+ Ke6
2.Bf5+ Kf7
3.Be6+ Ke8
4.Bf7#

#38
R & B FORKS
page 61

❶ 1.Rc5+
❷ 1.Be6+
❸ 1.Rd7
❹ 1.Bd7
❺ 1.Rf7+
❻ 1.Bc4+
❼ 1.Bd6
1.Re5
❽ 1.Rb3+
1.Bd5+
1.Rf7+
❾ 1.Bc5
1.Rd8+
1.Bg5

#39
PINS
page 69

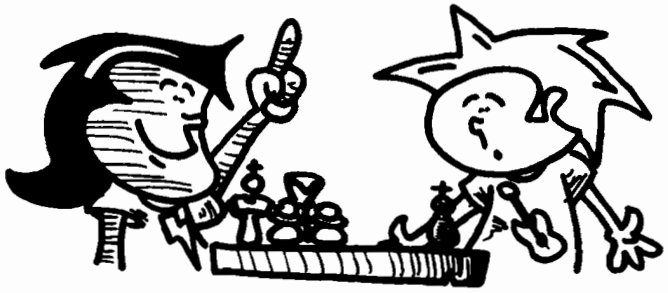
❶ 1.Rc7
❷ 1.Bg5
❸ 1.Qa2
❹ 1.Bh5
1.Rde1
[*1.Qh5?*]
[*1.Rfe1? Rxd1*]
❺ 1.Bd4
1.Bf4
❻ 1.Qa2
1.Qg2
❼ 1.Rd1
1.Rd3
1.Bb5
❽ 1.Qf3
1.Qh1
1.Qh8
❾ 1.Bb5
1.Bxg6
1.Rde1
1.Rfe1
(1.Rfe1 Qe7 2.Bf2!)

#40
DISCOVERED ATTACKS
page 80

❶ 1.Bh7+
(1...Kxh7 2.Qxd4)
❷ 1.Ra4
(1...Qf6 2.Rxa8+)
(1...Rxa4 2.Bxf5)
❸ 1.Ng5+
(1...hxg5 2.Qxg4)
❹ 1.e5
(1...Bxe5 2.Qxg4)
❺ 1.Ne4
(1...dxe4 2.Rxc5 Rxd1 3.Rxd1)
❻ 1.Bb6
(1...Qxb6 2.Rxe8+)
❼ 1.Rxd5
1.Rxe6+
(2.Qxh8+)
❽ 1.Ba5
1.Bb4
1.Bxf6!
(2.Rxc6)
❾ 1.Bxa6+
(2.Rxd7)
1.Nc5+
1.Nd6+
1.Nf6
(2.Bxg6)

#41
KNIGHT FORKS
page 93

❶ 1.Nc6
❷ 1.Nf4
❸ 1.Nf6+
❹ 1.Nd7+
1.Nf7
❺ 1.Nd5
1.Nxg6
❻ 1.Nd6+
1.Nf6+
❼ 1.Ne4
1.Ne6
1.Nh7
❽ 1.Nb6
1.Nd6
1.Nde7+
1.Nfe7+
❾ 1.Ndc3
1.Nec3
1.Nc7+
1.Nd6+
1.Ndf6+
1.Nef6+



TACTICS 101

#42
DOUBLE CHECKS
page 101

❶ 1.Bc6#
❷ 1.dxe5+
❸ 1.Nf5#
❹ 1.Nd6+
[*1.Nb6+?*]
❺ 1.Rc8#
❻ 1.Nxf5+
❼ 1.Nxf6+ Kg7
2.Ne8#
(or 2.Nh5+)
❽ 1.e8=N+ Kg8
2.Nf6#
❾ 1.Rc2+ Kd3
2.Rc3+ Kd4
3.Rd3+ Ke4
4.Rd4+ Ke5
5.Re4+ Kf5
6.Re5+ Kf6
7.Rf5+ Kg6
8.Rf6+ Kg7
9.Rg6+ Kh7
10.Rg7+ Kh8
11.Rh7#
[based on A. White 1924]

#43
QUEEN FORKS
page 110

❶ 1.Qg5+
❷ 1.Qd4
❸ 1.Qb2+
❹ 1.Qh5+
❺ 1.Qe7
❻ 1.Qe1+
❼ 1.Qc4
1.Qh5+
❽ 1.Qc3+
1.Qg4+
❾ 1.Qa4+
1.Qd5
1.Qh5+

#44
DISCOVERED CHECKS
page 116

❶ 1.Rd8+
❷ 1.Bg3+
❸ 1.Nd6+
❹ 1.Re4+
[*1.Rg6+? Qxc4*]
❺ 1.Nd7+
❻ 1.e8=N+
❼ 1.Nxb6+
1.Nc7+
1.Nf4+
❽ 1.Bd8+
1.Bf2+
1.Be7+
1.Bf6+
1.Bg3+
❾ 1.Kc4+
1.Bb6+
1.Bf6+
1.Nf5+
1.Nc2+
1.Rd6+
1.Rg4+

#45
X-RAYS
page 132

❶ 1.Rg8+
❷ 1.Be6
❸ 1.Qf8+
❹ 1.Bh3+
❺ 1.Rc7
❻ 1.Qh7+
❼ 1.Bf6
❽ 1.Rb4
❾ 1.Qh2+

#46
FORKS
page 139

❶ 1.Qf6+
❷ 1.d4
❸ 1.Nd6+
❹ 1.Bf5
❺ 1.f5
❻ 1.Ke4
❼ 1.Rd7+
❽ 1.Qc7
❾ 1.Nc6

#47
DOUBLE ATTACKS
page 144

❶ 1.Nc5
(2.Qxh7# or 2.Nxd7)
(1...g6 2.Bxg6)
❷ 1.Qh5
(2.Qxh7# or 2.Qxa5)
❸ 1.Qd7
(2.Qxg7# or 2.Qxc8+)
❹ 1.Bd4
(2.Qxg7# or 2.Bxb2)
❺ 1.Ng5
(2.Qxh7# or 2.Bxb7)
❻ 1.Qd5
(2.Rh1# or 2.Qxa8)
❼ 1.Ne6
(2.Nxd4 or 2.Nf8+)
❽ 1.Qc6
(2.Qxa4 or 2.Re8+)
❾ 1.Bd5
(2.Bxa2 or 2.Qxg6+)
(1...Qxb2 2.Qxg6+ Kh8
3.Qxh5+ Kg7 4.Qg5+ Kh7
5.Rh4#)

#48
PINS
page 149

❶ 1.Rd7
❷ 1.Bf5
(1...Rxc1
2.Bxe6+ Kb8
3.Rxc1)
❸ 1.Rc4
(1...Bxf5
2.Rxc5+ Kb7
3.Rxf5)
❹ 1.Bc4
(1...bxc4 2.Qxd5+)
❺ 1.Qb7
❻ 1.Qg2
❼ 1.Rc4
(1...bxc4 2.Qxc5+)
❽ 1.Rxe6
❾ 1.Bd4
(1...cxd4 2.Qxc8+)
(1...Nxd4 2.Rxf6)

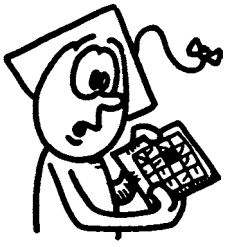
#49
FORKS
page 160

❶ 1.Rh5+
❷ 1.f6
❸ 1.Qd5
❹ 1.Ne7+
❺ 1.Kb3
(1...d5 2.Rxd5)
❻ 1.d7
❼ 1.Qf5+
❽ 1.Bd6
❾ 1.e8=N+

TACTICS 101

#50
DISCOVERED ATTACKS
page 175

❶ 1.Re8+
(1...Rxe8 2.Qxd5)
❷ 1.Ne5
(2.Bxa8 or 2.Nxg6)
❸ 1.Bxh6+
(1...Kxh6 2.Qxe4)
❹ 1.Rd7
(2.Bxb6 or 2.Rxe7)
❺ 1.Nf6+
(1...Bxf6 2.Qxe8+)
❻ 1.Bxg6
(2.Bxh5 or 2.Rxd7)
❼ 1.d5
(2.Bxf6 or 2.dxc6)
❽ 1.Qb3+
(1...Kh8 2.Rxc7)
❾ 1.Kd3
(2.Kxc4 or 2.Rxe7)
[*1.Nc6? Rb3+*]



#51
FORKS
page 182

❶ 1.Bd4+
❷ 1.e5
❸ 1.Qb3+
❹ 1.Nc5
❺ 1.Re3
❻ 1.Qd7
❼ 1.Nf5+
❽ 1.f7+
(1...Bxf7 2.Nxf7!)
[1.*Qh6? Bxf6*
2.Rxf6? Qd4+
3.Rf2 Re1+
4.Nf1 Rxf1+
5.Kxf1 Qd1#]
❾ 1.Kf3

#52
DOUBLE ATTACKS
page 194

❶ 1.Kc6
(2.Rf8# or 2.Kxb5)
❷ 1.Ng5
(2.Qxh7# or 2.Nxe6)
❸ 1.Qd5
(2.Qxf7# or 2.Qxe4)
(1...Ng5 2.Bxg5)
❹ 1.Re7
(2.Rxh7# or 2.Rxb7)
❺ 1.g6
(2.Qh7# or 2.gxf7+)
❻ 1.Qf7
(2.Qxc7# or 2.Qxg8)
(1...Rg7 2.Qxf8+)
❼ 1.Bh6
(2.Qg7# or 2.Bxf8)
❽ 1.Qe4
(2.Qh7# or 2.Qxe7)
❾ 1.Qg3
(2.Qxg7# or 2.Qxb8)

#53
WINNING MOVE
page 206

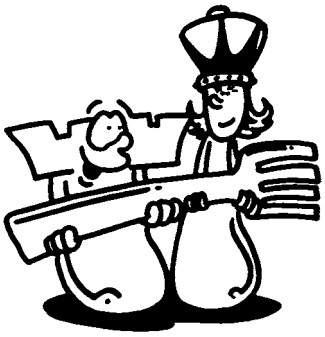
❶ 1.Qa8+
(1...Kg7 2.Qxh1)
❷ 1.Bd5
(1...cxd5 2.Qxc8+)
❸ 1.Rxc7+
(1...Kh8 2.Rxc6)
❹ 1.h4
(traps N)
❺ 1.Bc4
(1...Ra5 2.Bxe6+)
❻ 1.Rg4
(1...Qf6 2.Bxc5)
❼ 1.Nd8+
(1...Kb8 2.Nxe6)
❽ 1.Qc3
(1...f6 2.Qxc6)
(1...Na5 2.Qg7#)
❾ 1.Nxe5+
(1...Bxe5 2.Qxd7)
(1...Nxe5 2.Bxd7)

#54
WINNING MOVE
page 216

❶ 1.Nxg5+
❷ 1.Re7
(1...Qd8 2.Rxb7)
❸ 1.Bc1
(traps Q)
❹ 1.Rf5+
(1...Kg7 2.Rxc5)
❺ 1.Rd5
(1...exd5 2.Qxe5+)
❻ 1.Ne4
(1...dxe4 2.Qxc5)
❼ 1.Re8+
(1...Rxe8 2.Qxd5)
❽ 1.Bd3
(1...Qxc3 2.Qxh7#)
(1...h6 2.Rxc7)
❾ 1.Qxe5+

#55
WINNING MOVE
page 221

❶ 1.Rd7+
❷ 1.e5
(1...dxe5 2.Bxc6)
(1...Nxe5 2.Bxa8)
❸ 1.Nc5+
❹ 1.Rxe5
❺ 1.Ba3
(1...Qd8 2.Bxf8)
❻ 1.Ne7+
(1...Kd8 2.Nxg6)
❼ 1.f5
(traps B)
❽ 1.Rd1
(1...Qxf3 2.Rd8#)
❾ 1.Bf6+



#56
WINNING MOVE
page 226

❶ 1.Rxg6+
(1...Kf8 2.Rxg3)
❷ 1.Bxc7
(2.Rxf6 or 2.Bxb6)
❸ 1.Qa7+
❹ 1.Rg5
(2.Rg8# or 2.Rxg2)
[*1.Re7? Rh4*]
❺ 1.Ne4+
❻ 1.Bg6
(1...hxg6 2.Rxh8+)
(1...Qxg6
2.Qxg6 hxg6
3.Rxh8+)
❼ 1.Qd6
(2.Qxc5 or 2.Qxd5)
[*1.Re5? Ne6!*]
❽ 1.Bb7
(traps R)
❾ 1.Nxe5
(1...Bxe5 2.Qxd7)

#57
WINNING MOVE
page 232

❶ 1.Bb5
❷ 1.Nh4
(traps Q)
❸ 1.Rd4+
(1...Kb7 2.Rxb4+)
❹ 1.Qf7
❺ 1.Be6+
❻ 1.Nc6+
(1...Rxc6 2.Rxd8+)
❼ 1.Qxe7
(1...Rxe7
2.Rd8+ Re8
3.Rxe8#)
❽ 1.Nf6+
(1...Bxf6 2.Bxb7)
❾ 1.Bg8
(2.Rxc5
or 2.Qxh7#)
[*1.Ng5? Qc6+!*
2.Kg1 Bxg5]

TACTICS 101

#58
WINNING MOVE
page 236

❶ 1.Qf6
(2.Qxd8 or 2.Qxf5)
❷ 1.Nd8+
❸ 1.Bg5
(1...Qg6 2.Qd8#)
[*1.Nd5? Qd8*]
❹ 1.Rc4
(2.Rxc5 or 2.Rxc8+)
❺ 1.Qxb7
(1...Rxb7 2.Re8#)
❻ 1.Bb5
(1...Rxc3
2.Bxd7+ Kxd7
3.bxc3)
❼ 1.Ng6+
❽ 1.Rg7
(traps B)
❾ 1.Bxb7+
(1...Kxb7 2.Qxd8)

#59
WINNING MOVE
page 240

❶ 1.Bxb7+
❷ 1.b4 (traps N)
❸ 1.Nh6+
(1...Kh8 2.Qxd7)
❹ 1.Rxg5
(1...Qxg5 2.Qh7#)
❺ 1.Qc4+
(1...Kg6 2.Qxg8+)
❻ 1.Re7
(1...Rxe7 2.Rf8#)
(1...Rd8 2.Rxe3)
❼ 1.Rd8+
(1...Ka7 2.Rxf8)
❽ 1.Qb7
(1...Rxb7
2.Rxa8+ Rb8
3.Rxb8#)
(1...Rf8 2.Rxa8)
❾ 1.Nxe5
(1...Rxe5 2.Rf8#)
(1...Qc7 2.Ng6#)
(1...Qd6 2.Nf7+)

#60
WINNING MOVE
page 245

❶ 1.Ne5
(1...dxe5 2.Qxd8+)
(1...Qb6 2.Nxg4)
❷ 1.Bf5 (traps Q)
❸ 1.d5+
❹ 1.Rxc7
(1...Rxe1 2.Qxf7+)
(1...Qxb3
2.Rexe7+ Kd8
3.axb3)
❺ 1.Nb6
(2.Nxa8 or 2.Rxd6)
❻ 1.Qf5
(1...Rxf5 2.Re8+)
(1...Qf6 2.Qxa5)
[*1.Ng5? Qxf2+*]
❼ 1.Bxd6
(1...cxd6 2.Qxe7)
(1...Qf6 2.Bxf8)
❽ 1.e8=N+
❾ 1.Rxa6
(2.Qxb2 or 2.Ra8#)

ABOUT MATE IN 2'S

page 7

White has lots of moves that force checkmate in 3 moves, but the only way to mate in 2 is with a queen sacrifice.
1.Qa5+!
1...Rxa5 2.Nb4#
1...Kxa5 2.Ra7#

LILY'S PUZZLERS

8 ROOKS page 9

There are many solutions to all 4 parts.

A. Ra1 Ra2 Rb3 Rc3 Rf6 Rg6 Rh7 Rh8
B. Rb2 Rb3 Rc4 Rd4 Re5 Re6 Rf7 Rg7
C. Ra1 Ra2 Rb4 Rb5 Rd7 Re7 Rg8 Rh8
D. 39 squares
Ra1 Ra2 Ra3 Rb1 Rb2 Rb3 Rc1 Rc2

CHESSBOARD ARITHMETIC page 20

In these solutions, knight (N) can always be replaced with bishop (B).

1. p
2. 2p
3. N
4. N+p
5. R
6. 2N
7. 2N+p
8. R+N
9. Q
10. 2R
11. R+2N
12. Q+N
13. 2R+N
14. Q+R
15. Q+2N *or* 3R
16. 2R+2N
17. Q+R+N
18. 2Q
19. Q+2R
20. Q+R+2N *or* 4R
21. 2Q+N
22. Q+2R+N
23. 2Q+R
24. 2Q+2N *or* Q+3R
25. Q+2R+2N *or* 5R
26. 2Q+R+N
27. 3Q
28. 2Q+2R
29. 2Q+R+2N *or* Q+4R
30. 3Q+N
31. 2Q+2R+N
32. 3Q+R
33. 3Q+2N *or* 2Q+3R
34. 2Q+2R+2N *or* Q+5R
35. 3Q+R+N
36. 4Q
37. 3Q+2R
38. 3Q+R+2N *or* 2Q+4R
39. 4Q+N
40. 3Q+2R+N
41. 4Q+R
42. 4Q+2N *or* 3Q+3R
43. 3Q+2R+2N *or* 2Q+5R
44. 4Q+R+N
45. 5Q
46. 4Q+2R
47. 4Q+R+2N *or* 3Q+4R
48. 5Q+N
49. 4Q+2R+N
50. 5Q+R
51. 5Q+NN *or* 4Q+3R
52. 4Q+2R+2N *or* 3Q+5R
53. 5Q+R+N
54. 6Q
55. 5Q+2R
56. 5Q+R+2N *or* 4Q+4R
57. 6Q+N
58. 5Q+2R+N
59. 6Q+R
60. 6Q+2N *or* 5Q+3R
61. 5Q+2R+2N *or* 4Q+5R
62. 6Q+R+N
63. 7Q
64. 6Q+2R

KIRIL'S KONTEST

KONTEST #41 page 14

❶ 1.Bh7#

❷ 1.Qh5 Kd4 2.Rh4#
(or 2.Ra4#)

❸ Qd1-h5-h1-a8-h8-a1-a5xc5

❹ A Ka1
B Kd3
C Ka3 (Qa5#)

[Triple loyds 41, 42, and 44 were composed with the assistance of *Caisay 4.0.3*, a computer program written by Adrian Storisteanu.]

KONTEST #42 page 21

❶ 1.Rd6#

❷ 1.Bg6
1...hxg6 2.Kxg6#
1...Bh7 2.Kxf7#
[based on V. Smyslov 1987]

❸ Bf1-b5-a4-b3-a2-b1-e4
-f3-g4xc8

❹ A Ka1
B Kb3
C Kd3 (Qd2#)

KONTEST #43 page 30

❶ 1.Qc7#

❷ 1.Ncd3+ Qxd3 2.Nxd3#

❸ Ra1-a8-h8-h2-b2-b7-g7
-g3xe3

❹ A Kc1
B Ka1
C Kh1 (Qh3#)

KONTEST #44 page 37

❶ 1.Bb5#

❷ 1.f8=R Kh6 2.Rh8#

❸ Qd1-a4-e8-h5-f3-d5-e6
-f5xh7 [*like a bishop*]

❹ A Kf3
B Ke1
C Kc1 (Qf1#)

KONTEST #45 page 43

❶ 1.Bd7#

❷ 1.O-O Kh3 2.Rf3#
[Castling is allowed in chess problems. See note page 263.]

❸ Ng1-e2-c1-a2-b4-a6-c7
-a8-b6-c4-e5-f7xh8

❹ A Ke3
B Kc2
C Kg1 (Rg4#)

KONTEST #46 page 50

❶ 1.Qa2#

❷ 1.Rh6
1...gxh6 2.Bd4#
1...g6 (or 1...g5) 2.Bd4#
1...*others* 2.Ng6#

❸ Rh1-d1-d7-e7-e3-h3-h4
-c4-c6-h6xh8

❹ A Kh5
B Kf5
C Ke3 (Ra3#)

KONTEST #47 page 56

❶ 1.Bd4#

❷ 1.Be5 Kxe7 2.Bg7#

❸ Qd1-e2-d3-e4-h4-g3-d6
-a3-b3xg8

❹ A Ke3
B Ke1
C Ke5 (Rd5#)

KONTEST #48 page 62

❶ 1.Qg1#

❷ 1.Bg4+
1...Kg3 2.Nh5#
1...Kg1 (or 1...Kh1) 2.Bf3#

❸ Ba1-e5-h2-g1-c5-a3-c1
-g5-d8-a5xe1

❹ A Ka1
B Kc1
C Ke5 (Re2#)

KONTEST #49 page 68

❶ 1.Qd3#

❷ 1.Ng1 Kd3 2.O-O-O#

❸ Rh1-h6-f6-f7-b7-b8-d8-d5
-e5-e1-c1-c3xf3

❹ A Kd1
B Kh8
C Kd5 (Rg5#)

KONTEST #50 page 78

❶ 1.Qe7#

❷ 1.e8=N+
1...Kg6 2.Ke5#
1...Kg8 2.Nf6#

❸ Qc3-c1-a3-a6-c8-f8-h6
-h3-f1xf3 [*octagon*]

❹ A Ka4
B Kh2
C Ke4 (Qc2#)

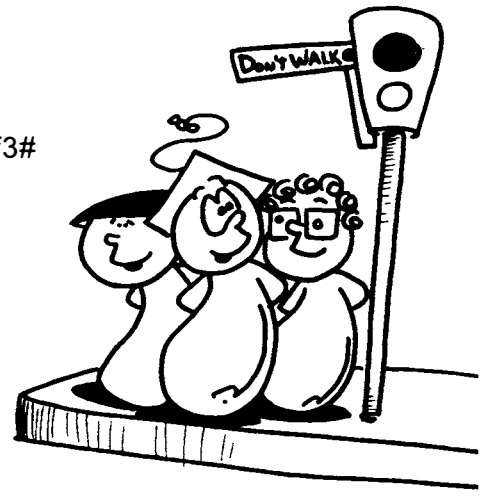
KONTEST #51 page 84

❶ 1.g8=N#

❷ 1.Qd6
1...Ke4 2.Bd3#
1...Kg4 2.Qf4#
(or 2.Qg6#)

❸ Na1-c2-d4-f3-g1-h3-f4
-h5-g7-e8-c7-a8-b6xa4

❹ A Kc6
B Ka8
C Kc1 (Qc6#)



The number given for a maze (like "Maze in 8") is always the shortest possible solution.

KONTEST #52 page 90

❶ 1.Qg8#

❷ 1.Nc1+
1...Kxc1 2.Rd1#
1...Kc3 2.Ne2#

❸ Rd3-e3-e8-a8-a1-h1-h3
-g3-g4-c4-c5-f5-f7xc7

❹ A Kc1
B Ke2
C Kh3 (Rf3#)

KONTEST #53 page 96

❶ 1.Nf5#

❷ 1.Rg1 Ke3 2.Rg3#

❸ Qa1-c1-c3-e3-e5-g5-g7
-e7-e8-b8xb6 [*like a rook*]

❹ A Kc2
B Ka2
C Ke2 (Qf1#)

KONTEST #54 page 102

❶ 1.bxa8=Q# (or =B#)
[Sam Loyd 1860]

❷ 1.Nh5 *any* 2.Qe2#

❸ Bb2-a3-d6-h2-g1xa7

❹ A Kc1
B Ke1
C Kh8 (Bd4#)

KONTEST #55 page 108

❶ 1.Nd4#

❷ 1.Nf6
1...gxf6 2.Nf7#
1...g6 (or 1...g5) 2.Rxh7#
1...h6 2.Ng6# (or 2.Nf7#)
1...h5 2.Ng6#
(or 2.Nf7# or 2.Rxh5#)

❸ Ra1-d1-d3-b3-b4-g4-g3
-h3-h1-f1-f7-e7-e6-h6xh8

❹ A Kd4
B Ke1
C Kg6 (Qg8#)

KONTEST #56 page 114

❶ 1.Qc4#

❷ 1.Kh3
1...Nf5 2.Nf7#
1...Ne6 2.Ng6#

❸ Qd1-b1-h7-h6-e3-a7-a6
-f1-h1xd5

❹ A Ka8
B Kh3
C Kc4 (Na3#)

KONTEST #57 page 121

❶ 1.Qg3#

❷ 1.Rg5 Kxg5 2.Ng2#

❸ Ng1-f3-e1-d3-c1-b3-a5
-c4-e3-d5-c7xe8

❹ A Kd1
B Ke3
C Kf6 (Ne6#)

KONTEST #58 page 127

❶ 1.Nf2#

❷ 1.Nh8
1...Kf5 2.Rf3#
1...f5 2.Ng6#

❸ Rh1-f1-f2-d2-d3-a3-a1
-c1-c4-h4-h3-g3-g7-h7
-h6-d6-d8-b8-b7-a7xa5

❹ A Kd3
B Kb8
C Kb6 (Rb1#)

KONTEST #59 page 133

❶ 1.Qhd8#

❷ 1.Ne2
1...Ke3 2.Rh3#
1...Kg2 2.Be4#

❸ Qd1-c2-c3-f6-h6-h7-c7
-c8xe8

❹ A Kd4
B Kh4
C Kh8 (Re7#)

KONTEST #60 page 140

❶ 1.Qe8#

❷ 1.Ra5 Kg4 2.Rg5#

❸ Ba4-c2-f5-h3-f1-c4xg8

❹ A Kf8
B Kb4
C Kd7 (f8=N#)

KONTEST #61 page 146

❶ 1.Rf6#

❷ 1.Rd2 Kxb4 2.Rc2#

❸ Rh1-f1-f3-e3-e2-c2-c1
-a1-a3-b3-b4-d4-d5-h5-h4
-g4-g6-e6xe8

❹ A Kf5
B Kh3
C Kf1 (Rgf4#)

KONTEST #62 page 152

❶ 1.Na4#

❷ 1.Nc6+
1...Kxa8 2.Nb6#
1...Ka6 2.Nc7#

❸ Qd1-d4-f4-g3-h4-h5-a5
-a2-b1-h7-g8-e6xc8

❹ A Kf8
B Kh8
C Kf3 (Bd5#)

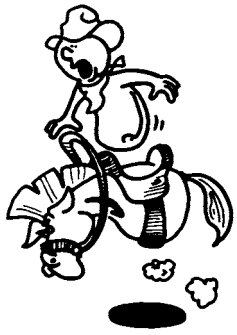
KONTEST #63 page 158

❶ 1.Rc3#

❷ 1.Bc8+
1...Ka8 2.Qd5#
1...Kc6 2.Qc5#
1...Kxc8 2.Qc7#

❸ Ng1-h3-f4-d3-c1-a2-c3
-b1-d2-f1-g3-f5-e7xg8

❹ A Kh6
B Kg8
C Ke3 (Rh3#)



KONTEST #64 page 164

❶ 1.Qa4#

❷ 1.Rh2 Kxf3 2.Rf2#
[G. Schiffert 1932]

❸ Rh1-f1-f4-b4-b3-a3-a5-h5
-h3-d3-d1-c1-c2-e2xe8

❹ A Ke6
B Kg6
C Kd4 (Rf4#)

KONTEST #65 page 170

❶ 1.Bc7#

❷ 1.Nd6
1...Kxd6 2.Bf4#
1...Kd4 2.Bf6#

❸ Qd1-h5-h3-f1-h1-a8-c8 -a6-a4xe8

❹ A Kd4
B Kf8
C Kh7 (Qh5#)

KONTEST #66 page 176

❶ 1.Qf7#

❷ 1.Rf5+
1...Kc4 2.Rc5#
1...Kc6 2.Na5#
1...Ke4 2.Nd6#
1...Ke6 2.Nd4#
[T.Bwee 1976]

❸ Bc1-b2-d4-f2-h4-g5-h6 -f8-d6xb8

❹ A Ke1
B Kb5
C Kc2 (Na1#)

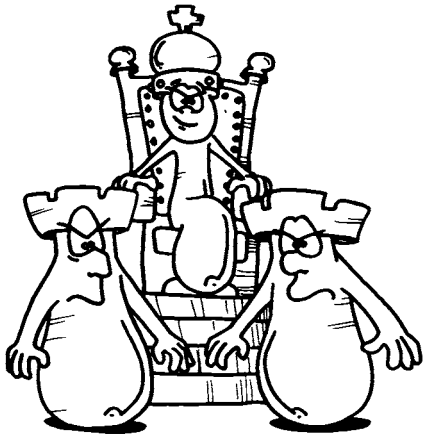
KONTEST #67 page 181

❶ 1.Be3#

❷ 1.Qf6
1...gxf6 2.Bxf6#
1...*others* 2.Qxg7#

❸ Rf1-e1-e3-d3-d2-c2-c1-a1 -a3-b3-b4-h4-h3-g3-g5-c5 -c7-a7-a6-b6-b8xg8

❹ A Ke5
B Ka2
C Kc5 (Rc1#)



KONTEST #68 page 187

❶ 1.Rc4#

❷ 1.Ke2 Kg4 2.Kf2#

❸ Qd1-a4-a5-d8-e8-h5-h4 -f2-g1-h2xb8

❹ A Ka4
B Kc4
C Ke4 (Re3#)

KONTEST #69 page 193

❶ 1.Kf4#

❷ 1.Bg6
1...Ke5 2.Bc7#
1...Kf3 2.Rf2#
1...Kg5 2.Be3#
[J.Taylor 1878]

❸ Nc3-b5-c7-a8-b6-c4-d2 -f1-g3-h1-f2-g4-h6xg8

❹ A Kb6
B Kh6
C Kc8 (Ra8#)

KONTEST #70 page 199

❶ 1.Qg2#

❷ 1.R3d5+
1...Bxd5 2.Nd3#
1...Qxd5 2.Qf6#

❸ Rh1-h3-f3-f1-d1-d3-b3-b1 -a1-a4-c4-c6-a6-a8-b8-b7 -d7-d5-e5-e4-g4-g8-h8xh6

❹ A Ka8
B Kf7
C Kb6 (a8=N#)

KONTEST #71 page 204

❶ 1.Bg7#

❷ 1.Qh7+ Kxh7 2.Nxf6#

❸ Qd1-a4-e8-h5-g4-h3-f1 -d3-b1-a2-d5xb7 [*like a B*]

❹ A Kd3
B Ke5
C Kh1 (Be4#)

KONTEST #72 page 209

❶ 1.Rxd6#

❷ 1.Ng6+ Nxg6 2.Nc6#

❸ Bh4-d8-a5-d2-c1-a3-c5 -a7-b8-e5xa1

❹ A Kf2
B Kd4
C Ke6 (Qc6#)

KONTEST #73 page 214

❶ 1.Nd3#

❷ 1.Nc3+
1...Kd3 2.0-0-0#
1...Kf3 2.0-0#

❸ Rh1-f1-f3-g3-g2-c2-c3 -d3-d1-b1-b7-d7-d5-c5 -c6-g6-g5-f5-f8xh8

❹ A Ka5
B Kh8
C Kg5 (Rg7#)

KONTEST #74 page 219

❶ 1.Bdf6#

❷ 1.Rb3 *any* 2.Rb8#

❸ Qd1-b1-a2-b3-a4-h4-g3 -h2-g1-a7-a8-h8-h7xf7

❹ A Kg1
B Kg3
C Kc3 (Rh3#)

KONTEST #75 page 224

❶ 1.exd8=N#

❷ 1.Qh6+
1...Kg8 2.Qf8#
1...Kxh6 2.Bf8#

❸ Na1-c2-d4-c6-d8-f7-h8-g6 -f4-h3-f2-h1-g3-f1-d2-b1 -c3-a4-c5-d7-f6-e8-c7xa8

❹ A Kd5
B Kd7
C Ke2 (Nc1#)

KONTEST #76 page 229

❶ 1.Bc5#

❷ 1.Kf5 Kxd7 2.Kf6#

❸ Ra1-b1-b2-c2-c3-d3-d4 -e4-e5-f5-f7-d7-d6-c6 -c5-a5-a4-b4-b8-g8-g1 -f1-f3xh3

❹ A Kh6
B Kh8
C Kc6 (d8=N#)

KONTEST #77 page 234

❶ 1.Rbd6#

❷ 1.Re3
1...Kxe3 2.Bg5#
1...Kf5 2.Rf3#

❸ Qd1-b1-a2-a3-d3-f1-g1 -h2-g3-g6-f7-e7-d6-b6 -a7-a8xc8

❹ A Kd6
B Kh4
C Kf3 (0-0#)
See *castling* note at right.

KONTEST #78 page 239

❶ 1.Qd5#

❷ 1.Nc3
1...Kf3 2.0-0#
1...Kxh1 2.Kf2#

❸ Bh1-g2-f1-d3-b1-a2-b3 -d1-h5-g6-f5-d7-b5-a6 -b7-d5xg8

❹ A Kh8
B Kc5
C Kh3 (Nf4#)

KONTEST #79 page 244

❶ 1.Qh8#

❷ 1.axb6 e.p. axb6+ 2.Rxb6#
See *en passant* note at right.

❸ Ra8-a7-b7-b6-c6-c5-e5 -e7-d7-d8-h8-h7-g7-g6 -f6-f4-h4-h3-g3-g2-f2-f1 -e1-e3-d3-d4-b4-b3-a3 -a1xc1

❹ A Ka4
B Kh1
C Kc3 (Qh8#)

KONTEST #80 page 249

❶ 1.Ng7f5#

❷ 1.Qh1
1...Kxe5 2.Qa1#
1...Kxg7 2.Qh8#
1...*others* 2.Qh4#

❸ Qd1-h5-h4-d8-e8-a4-a5 -c3xh8

❹ A Kd5
B Kg3
C Kh6 (hxg6 e.p.#)
See *en passant* note at right.

CASTLING

In chess problems, we are allowed to castle, unless we can prove that castling is illegal (for example, by showing that the king or rook has already moved).

EN PASSANT

In chess problems, we can only capture *en passant* if we can prove that black just moved a pawn which allows it.

In the mate in 2 for contest #79, black's last move had to be pawn from b7 to b5, because there was no other legal move. Consider the possibilities:

The b-pawn could not have moved from b6, or else the white king would have been in check with black to move.

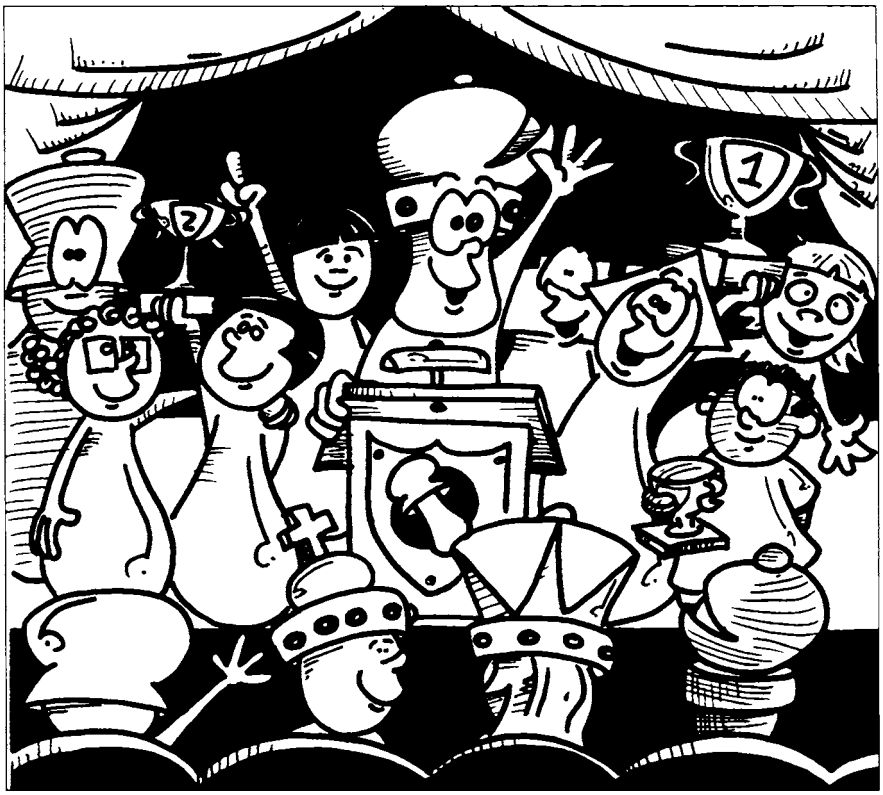
The black a-pawn didn't move because it is still on its starting square.

The black king did not move from b6 because he would have been next to the other king. And he could not have moved from b7 either, because he would have been in an impossible double check by the rook on b8 and pawn on c6.

So the only possible move was ...b7-b5, which means that white can capture en passant!

The triple loyd in contest #80 is a similar situation. If the black king is placed on h6, then black's previous move had to be pawn from g7 to g5, allowing an en passant capture.

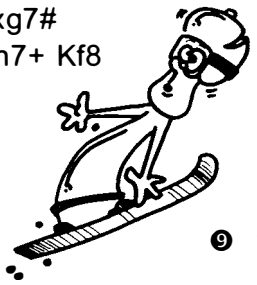
This type of problem, where we have to figure out what happened earlier, is called *retrograde analysis*. See page 35 for more explanation.



CHECKOLOGY *the science of checkmate*

#1 page 143

❶ 1.Nc7#
❷ 1.Qf6#
❸ 1.Ne5#
❹ 1.Qxf7+
1...Rxf7 2.Re8#
1...Kh8 2.Qxf8#
❺ 1.Qxh6+ Kg8 2.Rg6#
❻ 1.Rf8+ Kg7 2.Rg8#
[mate in 3: 1.Re7+, 1.Rd7+, 1.Rc7+, & 1.Rxb7+]
❼ 1.Qf7+ Kh8 2.Qf8+ Rxf8 3.Rxf8#
❽ 1.f6
1...g6 2.Qh6 *any* 3.Qg7#
1...*others* 2.Qxg7#
❾ 1.Bg6+ Kg8 2.Qh7+ Kf8 3.Qxf7#



#2 page 150

❶ 1.Nf6#
❷ 1.Qh8#
❸ 1.Rxh6#
❹ 1.Nd6+ *any* 2.Ne6#
❺ 1.Qb7+
1...Qc7 2.Bxc6#
1...Ke8 2.Qe7#
❻ 1.Qxe6+ *any* 2.Rd8#
❼ 1.Rg7+ Kh8 2.Rxh7+ Kg8 3.Rdg7#
❽ 1.Qh5+ *any* 2.Qh7+ Kf8 3.Qf7#
❾ 1.Qh7+ Kf8 2.Qh8+ Ke7 3.Qxg7#

#3 page 157

❶ 1.Bf6#
❷ 1.Qd4#
❸ 1.Bh6#
❹ 1.Ng6 *any* 2.Rh8#
❺ 1.Rxh7+ Kxh7 2.Qh5#
❻ 1.Rxh7+ Kxh7 2.Qg7#
❼ 1.Rc6+ Kd7 2.Qe6+ Kd8 3.Rc8#
❽ 1.Qxh6+ Kg8 2.Qg5+ *any* 3.Rh6#
❾ 1.Rf8+ Kh7 2.Qf5+ g6 3.Qf7#

#4 page 162

❶ 1.Qh8#
❷ 1.Rg3#
❸ 1.Nd8#
❹ 1.f8=Q Kg6 2.Bd3#
❺ 1.f8-N+ Kh8 2.Bc3#
[*1.f8=Q? stalemate*]
❻ 1.f8=B Kh8 2.Rh5#
❼ 1.Qe8+ Qf8 2.Qxf8+ Kxf8 3.Rb8#
[*1.Qh6? Ra1+!*]
❽ 1.Qh6
1...Qxf6 2.Re8#
1...Qf8 2.Re8
2...Qxe8 3.Qg7#
2...*others* 3.Qg7#
(or 3.Qxf8# or 3.Rxf8#)
1...Qxh2+ 2.Kxh2 *any* 3.Qg7#
1...*others* 2.Qg7#
❾ 1.Qh6
1...Qxf6 2.Qxf8#
1...Rg8 2.Qxh7+ Kxh7 3.Rh3#
[*2.Rh3? g5!*]
1...*others* 2.Qg7#

#5 page 168

❶ 1.Nf6#
❷ 1.Rf8#
❸ 1.Qb6#
❹ 1.Rxf5
1...gxf5 2.Qg7#
1...Rc7 2.Qf8#
(or 2.Rf8#)
1...*others* 2.Qxg7#
❺ 1.Qh8+ Kxh8 2.Rf8#
❻ 1.Qxg7+ Kxg7 2.Re8#
❼ 1.Qf6+ Kd7 2.Qd6+ Kc8 3.Qc7#
❽ 1.Qh6+
1...Rg7 2.Qxg7#
1...Kf7 2.Qg7#
1...Kg8 2.Qh8+ Kf7 3.Qg7#
❾ 1.Qf5+ Kg8 2.Qg6+ Kf8 3.Bd6#

#6 page 173

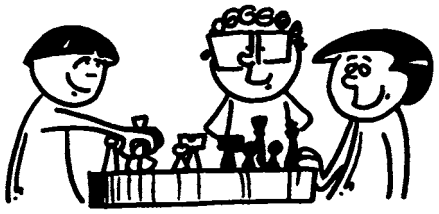
❶ 1.Qg6#
❷ 1.Ng6#
❸ 1.Rd8#
❹ 1.Be6 *any* 2.Rc8#
❺ 1.Nf5+
1...gxf5 2.Qh4#
1...Kh5 2.Qh4#
(or 2.Qg5# or 2.Qxh7#)
❻ 1.Qxf6+
1...Rxf6 2.Rg8#
1...Qg7 2.Qxg7#
❼ 1.Rdg7+ Kf8 2.Bh6 *any* 3.Rh8#
❽ 1.Qe8+ Kh7 2.Qg6+ *any* 3.Qxg7#
❾ 1.Qa5+ Kb7 2.Rd7+
2...Kc8 3.Qd8#
(or 3.Qc7#)
2...*others* 3.Qd8#

#7 page 178

❶ 1.Qh8#
❷ 1.Rxc5#
❸ 1.Ne6#
❹ 1.Nd6+ Kf8 2.Re8#
❺ 1.Rc6+ Ka8 2.Rc8#
❻ 1.Rg8+ Kxg8 2.Nh6#
❼ 1.Nf8+
1...Kh8 2.Ng6+ Kh7 3.Rh8#
1...Kg8 2.Ng6+
2...Kh7 3.Rh8#
2...Kf7 3.Rf8#
❽ 1.Rg1+ Kh8 2.Bg7+ Kg8 3.Bxf6#
❾ 1.Qxf8+ Kxf8 2.Bh6+ Kg8 3.Re8#

#8 page 185

❶ 1.Nf5#
❷ 1.Rxg6#
❸ 1.Qg3#
❹ 1.Qf7+ Kh6 2.Rf6#
[mate in 3: 1.Bd3+ & 1.Qf6+]
❺ 1.Qf6+ Kh5 2.Be2#
[mate in 3: 1.Qf7+]
❻ 1.Qf8+
1...Kg6 2.Qg8#
1...Kh7 2.Bd3#
[mate in 3: 1.Qf6+, 1.Qf7+, & 1.Qg6+]
❼ 1.Re7+
1...Kd8 2.Nc6#
1...Kd6 2.Nb5+ Kc6 3.Rc7#
❽ 1.Qg5+
1...Kh8 2.Qf6+ Kg8 3.Qf8#
1...Kf7 2.Qg7+ Ke8 3.Qf8#
1...Qg7 2.Qxg7#
❾ 1.Rxg7+ Kh8 2.Rg8+ Kxg8 3.Rg1#



#9 page 192

❶ 1.Qh4#
❷ 1.Nf5#
❸ 1.Qf1#
❹ 1.Qh6
1... Re8 2.Qg7# (or 2.Rh8#)
1... f6 2.Qg7# (or 2.Qxg6#)
1... *others* 2.Qg7#
(or 2.Rg7# or 2.Rh8#)
❺ 1.Qxh7+ Kf6 2.Nd7#
❻ 1.Rd8+ Ke7 2.Qd6#
❼ 1.Qxf8+ Kxf8 2.Bd6+ Kg8 3.Re8#
❽ 1.Rxg7+
1...Kh8 2.Qxh7#
1...Kxg7 2.Rg1+
2...Kh8 3.Qf6#
2...Kh6 3.Qg5#
❾ 1.Bxh7+ Kh8 2.Bg8+ Kxg8 3.Qh7#

#10 page 198

❶ 1.Na6#
❷ 1.Rd7#
❸ 1.Na8#
❹ 1.b4+
1...cxb3 e.p. 2.axb3#
1...Ka4 2.Bd1#
1...Ka6 2.Bxc4#
❺ 1.Qxe5+ dxe5 2.Re6#
❻ 1.Qf8+ Kxf8 2.Rh8#
❼ 1.Qxh7+ Kxh7 2.Rh1+ *any* 3.Rdg1#
❽ 1.Rd8+
1...Qxd8 (or 1...Qe8) 2.Qh7+ Kf8 3.Qf7#
1...Qf8 2.Qh7#
(or 2.Qxf8# or 2.Rxf8#)
❾ 1.Qe8+ Nxe8 2.Bd5+ Kh8 3.Rf8#
[*1.Bd5+? Kf8*]

#11 page 202

❶ 1.Qf8#
❷ 1.Ng6#
❸ 1.Qf6#
❹ 1.Re5 *any* 2.Rg5#
❺ 1.Kh7 *any* 2.Rg8#
❻ 1.Re5 *any* 2.Rh5#
❼ 1.Nh6+
1...Kf8 2.Qf7#
1...Kh8 2.Qg8+ *any* 3.Nf7#
❽ 1.Qxd8+
1...Kh7 2.Qh8#
1...Nxd8 2.Re8+ Kh7 3.Rh8#
❾ 1.Rh8+ Bxh8 2.Qh7+ Kf8 3.Qf7#

#12 page 208

❶ 1.Bg6#
❷ 1.Qc6#
❸ 1.Qa4#
❹ 1.Qf7 *any* 2.Rh1#
❺ 1.Bh6+
1...Kxh6 2.Qf8#
1...Kf6 2.Qh8#
[mate in 3: 1.Qf8+]
❻ 1.Qf6
1...h6 2.Rxa7# (or 2.Rge7#)
1...Nxc4 2.Rxg6#
1...*others* 2.Rg8#
❼ 1.Qh7+ Kf8 2.Qh8+ Nxh8 3.Rxh8#
❽ 1.Qf8+ Qg8 2.Qf6+ Qg7 3.Qxg7#
❾ 1.Rxg6+
1...hxg6 2.Qxg6+ Kh8 3.Rh1#
1...others 2.Qh6#
(or 2.Rh1# or 2.Rh6#)

#13 page 212

❶ 1.Nxd5#
❷ 1.Qe5#
❸ 1.Rf6#
❹ 1.Qxh7+ Kxf6 2.Qh6#
❺ 1.Qf6
1...gxf5 2.Rhg1#
(or 2.Rdg1#)
1...Rc7 (or 1...Qc7) 2.Nh6#
1...Re7 2.Nxe7#
(or 2.Nh6#)
1...h5 2.Qg7#
1...*others* 2.Qg7#
(or 2.Nh6#)
❻ 1.Qxg8+
1...Kxg8 2.Rd8#
1...Rxg8 2.Nxf7#
❼ 1.Rxg6+
1...fxg6 2.Qg7#
1...Kh7 2.Qxf7+ Kh8 3.Qg7#
1...Kh8 2.Qc8+ Kh7 3.Qg8#
1...Kf8 2.Qc8#
(or 2.Qe7#)
❽ 1.Rh8+ Kxh8 2.Qh6+ Kg8 3.Qg7#
❾ 1.Rxh5
1...gxh5 2.Qh6+
2...Kg8 3.Qg7#
2...Ke8 3.Qh8#
1...Rxf6 2.Rh8+ Kg7 3.Qh6#
1...Qh3 2.Qe7+ Kg8 3.Qe8# (or 3.Qd8#)
1...Kg8 2.Qh6 *any* 3.Qh8#
1...*others* 2.Rh8#

CHECKOLOGY

#14 page 218

❶ 1.Rf1#
❷ 1.Qe8#
❸ 1.Nb5#
❹ 1.Qxb6+
1...Kxb6 2.Rd7#
1...*others* 2.Rd8#
❺ 1.Nf5+
1...Kh7 2.Rg7#
1...Kh5 2.Rg5#
❻ 1.Qxf7+
1...Kxf7 2.Bc4#
1...Kh8 2.Qg7#
(or 2.Bg7#)
❼ 1.Bf7+ Rxf7 2.Qg6+
2...Rg7 3.Qxg7#
2...Kf8 3.Qxf7#
❽ 1.Qg4
1...g6 2.Qd4 *any* 3.Qg7#
(or 3.Qh8#)
1...g5 2.Qxg5#
1...*others* 2.Qxg7#
❾ 1.Rh8+ Kxh8 2.Qxh6+ Kg8
3.Qxg7#

#15 page 223

❶ 1.Nd6#
❷ 1.g4#
❸ 1.Qg1#
❹ 1.Qg4+
1...Kh6 2.Bf8#
1...Kh8 2.Bxf6#
❺ 1.Qxf7+
1...Kxh6 2.Bf8#
1...Kh8 2.Qf8# (or 2.Qxf6#
or 2.Qg8# or 2.Bxf6#)
❻ 1.Bxf6+
1...Kxf6 2.Qg5#
1...*others* 2.Qh8#
❼ 1.Rh8+
1...Kg7 2.Qh6#
1...Kxh8 2.Qh6+ Kg8
3.Qh7#
❽ 1.Bxh7+ Kxh7 2.Qh5+ Kg8
3.Qh8#
❾ 1.Qxg7+ Kxg7 2.Rg1+ Kh8
3.Bf6#

#16 page 228

❶ 1.Ne6#
❷ 1.Qa5#
❸ 1.Nc8#
❹ 1.Rh6
1...gxh6 2.Qxh7#
(or 2.Rxh7#)
1...Rgf8 2.Qxh7#
1...g6 2.Rhxh7#
(or 2.Rdxh7#)
1...*others* 2.Qxh7#
(or 2.Rxh7#)
❺ 1.Bc6+
1...Kd8 2.Re8#
1...Kf7 2.Be8#
❻ 1.Qxh7+ Kxh7 2.Rh6#
[mate in 3: 1.Rh6]
❼ 1.Rxh6+ Kxh6
2.Qg5+ Kh7 3.Qh5#
❽ 1.Rh8+ Kxh8
2.Qh4+ Kg8 3.Qh7#
❾ 1.Qh7+ Kf8 2.Bh6
2...Bxh6 3.Qh8#
2...Qe5 3.Qh8#
2...Nf6 3.Qxg7#
2...f6 (or 2...f5) 3.Qxg7#
2...*others* 3.Qh8#
(or 3.Qxg7#)

#17 page 233

❶ 1.Qb3#
❷ 1.Bxc6#
❸ 1.Qe6#
❹ 1.Rd8+
1...Kxd8 2.Bg5#
1...Ke7 2.Bg5#
❺ 1.Rxe6+
1...Kxe6 2.Qe5#
1...*others* 2.Rg8#
❻ 1.Qxf6
1...gxf6 2.Rxh6#
1...Re8 2.Qxg7#
1...h5 2.Rxh5#
1...*others* 2.Rxh6#
❼ 1.Qxf7+
1...Kh8 2.Qxf8#
1...Rxf7
2.Re8+ Rf8
3.Rxf8#
❽ 1.Rxg7+
1...Kxg7 2.Bh6+
2...Kxh6 3.Qg5#
2...*others* 3.Qxf8#
1...Kh8 2.Qxh7#
(or 2.Qxf8#)
❾ 1.Qh8+ Kxh8
2.Bf6+ Kg8 3.Rd8#

#18 page 238

❶ 1.Rhxe6#
❷ 1.Nf7#
❸ 1.Rd3#
❹ 1.Bg5+ hxg5 2.hxg5#
❺ 1.Rxc7+ Nxc7 2.Nd6#
❻ 1.Qxh5
"Blackburne Mate"
This mate is named after British master Joseph Blackburne. His nickname was "the Black Death"!
1...gxh5 2.Bh7#
1...Bxg5 2.Qh8#
1...*others* 2.Qh7#
❼ 1.Rxf7+
1...Kxf7 2.Qh7+ *any*
3.Rf1#
1...*others* 2.Qh7#
❽ 1.Rg7
1...Rxf6 2.Rg8#
1...Rb8 2.Nf7#
1...*others*
2.Rg8+ Rxg8
3.Nf7#
❾ 1.Qh7+ Kxh7
2.Rf7+ Kh8
3.Rh7#

#19 page 242

❶ 1.Bb6#

❷ 1.Qg5#

❸ 1.Nd6#

❹ 1.Ng6+ hxg6 2.Rf7#

❺ 1.Rh8+
1...Kxh8 2.Re8#
1...Kg7 2.Re7# (or 2.Rc5#)

❻ 1.Qh5+
1...Kxh5 2.Rxh7#
1...gxh5 2.Rf6#

❼ 1.Qh5
1...h6 2.Qg6
1...hxg5 2.Qh5#
1...*others* 2.Qh7#
1...*others* 2.Qxh7#

❽ 1.Qxf6
1...gxf6 2.Rh1+ Kg8
3.Bxf6#
1...*others* 2.Qxg7#

❾ 1.Qh8+ Kxh8 2.Bxf7 *any*
3.Rh3#
[*1.Rh3? Kf8*]

#20 page 248

❶ 1.Rh5#

❷ 1.Bd5#

❸ 1.Qh3#

❹ 1.Qg5+
1...hxg5 2.Rh7#
1...Kh3 2.Qh5#
(or 2.Qxh6#)

❺ 1.h4+
1...Kxh4 2.Qg3#
1...Kg4 2.Qg3#
1...Kh6 2.Qf6#

❻ 1.Qe8+
1...Rxe8 2.Nf7#
1...Ng8 2.Nf7#
1...Kg7 2.Ne6#

❼ 1.Qf8+ Rg8 2.Ng6+ hxg6
3.Qh6#

❽ 1.Qg7+ Kxg7 2.Nf5+ Kg8
3.Nh6#

❾ 1.R1f6
1...gxf6 2.Qxh6#
(or 2.Qh7# or 2.Rh7#)
1...*others* 2.Qxh6+ gxh6
3.Rxh6#

LILY'S PUZZLERS

PAWN MAZES

PAWN MAZE #3 page 57

A 1. knight (7 moves) 2. rook (8) 3. bishop (9)
g7-g8=N-h6-g4-e3-c4-b6xa8
g7-g8=R-g6-h6-h4-c4-c6-a6xa8
g7-g8=B-c4-d3-g6-h5-g4-d7-c6xa8

B 1. rook (9) 2. bishop (10) 3. knight (11)
g7-g8=R-g4-e4-e5-b5-b2-h2-h1xf1
g7-g8=B-h7-e4-d5-e6-g4-d1-a4-b5xf1
g7-g8=N-e7-d5-b4-a6-b8-d7-e5-g4-h2xf1

C 1. bishop (7) 2. rook (8) 3. knight (9)
c7-c8=B-h3-g2-d5-a2-b1xh7
c7-c8=R-c3-a3-a1-g1-g5-h5xh7
c7-c8=N-e7-d5-c3-e2-g1-h3-g5xh7

PAWN MAZE #4 page 119

A 1. rook (8 moves) 2. knight (9) 3. bishop (10)
e7-e8=R-d8-d6-b6-b7-a7-a1xf1
e7-e8=N-d6-c8-b6-a4-b2-d1-e3xf1
e7-e8=B-a4-d1-h5-g6-e4-b7-c8-h3xf1

B 1. bishop (7) 2. rook (8) 3. knight (9)
d7-d8=B-h4-g3-b8-a7-d4xh8
d7-d8=R-d1-c1-c2-g2-g4-h4xh8
d7-d8=N-c6-d4-c2-e3-g2-h4-g6xh8

C 1. knight (9) 2. bishop (10) 3. rook (11)
f7-f8=N-h7-f6-h5-f4-e2-c1-b3xa1
f7-f8=B-c5-b6-c7-h2-g1-f2-e1-c3xa1
f7-f8=R-f7-h7-h5-g5-g4-f4-f2-e2-e1xa1

PAWN MAZE #5 page 189

A 1. bishop (11moves) 2. rook (14) 3. knight (15)
d7-d8=B-c7-h2-g1-f2-h4-g5-c1-a3-c5xa7
d7-d8=R-f8-f5-g5-g4-h4-h1-f1-f2-b2-b5-c5-c7xa7
d7-d8=N-f7-g5-h3-f2-d1-b2-a4-c5-b3-d2-b1-a3-b5xa7

B 1. knight (11) 2. bishop (12) 3. rook (13)
h7-h8=N-g6-e7-g8-h6-g4-e3-c4-a5-b3xa1
h7-h8=B-g7-h6-e3-g1-h2-g3-h4-e7-b4-c3xa1
h7-h8=R-h6-e6-e7-d7-d8-b8-b7-a7-a4-c4-c1xa1

C 1. rook (12) 2. knight (13) 3. bishop (14)
b7-b8=R-a8-a3-b3-b4-e4-e2-f2-f7-e7-e8xh8
b7-b8=N-c6-a5-b3-c1-e2-g1-h3-f2-e4-d6-f7xh8
b7-b8=B-a7-b6-a5-b4-a3-c1-e3-g1-h2-d6-e7-f6xh8

COMBO MOMBO

DESTRUCTION page 25

❶ 1...Qxc3 2.Rxc3 (2.g3 Qxc2) 2...Re1#

❷ 1.Rxc6 bxc6 (1...Qe7 2.Qc3+ Kg8 3.Rxc7) 2.Bd4 (pins Q)

❸ Black wants to fork with ...Ne2+, but white has two pieces guarding e2.
1...Rxg3 (destroy defender #1)
2.hxg3 Qxe4 (destroy defender #2!)
3.dxe4 Ne2+ 4.Kf2 Nxc3
3.Qxc7+!? Kxc7 4.dxe4 Nc2
3.Qd2 Qg6
(*1...Qxe4? 2.dxe4 Rxg3 3.Qc4!*)

X-RAY PROTECTION page 44

❶ 1.Rh7+ X-ray protection, x-ray attack!
1...Bxh7 2.Qxh7+ Kf8 3.Qxc7
1...Kg6 2.Rxc7 Bxc2 3.Kxc2
(*1.Qxe4? Rxe4 2.Rh7+ Kg6 3.Rxc7 Re1+ 4.Kc2 Rxf1*)

❷ 1...Qd1+ 2.Rxd1 (2.Qe1 Qxe1#) 2...Rxd1+ 3.Qe1 Rxe1#

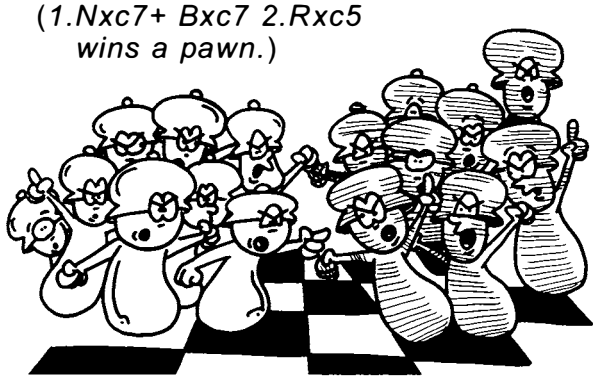
❸ 1.Bd5+ Double x-ray protection! By the queen on b3 and by the rook on d1.
1...Kg7 2.Bxc4
1...Qxd5 2.Qxd5+ Rxd5 3.Rxd5
1...Rxd5 2.Qxc4 bxc4 3.Rxd5
(2.Rxd5 also wins. 2...Qe4+!? 3.Ka1 Qxh1+? 4.Rd1+ Kg7 5.Rxh1)

OVERLOAD page 65

❶ 1.Rxd5
1...Qxd5 2.Qxe8#
1...Rxe2 2.Rxd7
1...Qc6 2.Qc4

❷ 1...Qxe1+ 2.Qxe1 Nh3#

❸ 1.Rxc5 Bxc5 (1...Rc8 2.Rxa5) 2.Nxc7+ Ke7 3.Nxe6+
(*1.Nxc7+ Bxc7 2.Rxc5 wins a pawn.*)



JUMBO MIX #1 page 86

❶ Destruction
1.Rxf6 Rxf6 (1...h6 2.Rf1) 2.Bxh7+ Kh8 3.Bd3+ Kg8 4.Bxc4

❷ Overload
1...Rxd3 2.Qxd3 (2.Rb8+ Rd8) 2...Qxb7

❸ X-ray protection
1.Re8+ Kh7 (1...Qxe8 2.Qxe8+) 2.Qf5+ Qg6 (2...g6 3.Qf7#) 3.Rh8+! Kxh8 4.Qxg6

❹ X-ray protection
1...Qf4+
2.Bxf4 Bxf4+ 3.Kc3 Bxc1
2.Ke2 Qxc1

❺ Overload
1.Rxc8 Qxc8 (1...Qe6 2.Rxg8+) 2.Qxg6
White has two minor pieces for a rook and threatens 3.Qxh6#. Black can only delay mate by giving up their queen.

❻ Destruction
1....Qxe3
2.Bxe3 Rxg2+ 3.Kh1 Rxh2+ 4.Kg1 Rh1#
2.fxe3 Rxg2+ 3.Kh1 Rxh2+ (3...Rdg8) 4.Kg1 Rg8#
2.g3 Qf3 (followed by 3...Qg2#)

DEFLECTION page 107

❶ 1.Ne7+ Rxe7 (1...Kf8 2.Nxc8) 2.Rxc8+

❷ 1...Qc1+ 2.Qxc1 (2.Kh2 Rh5#) 2...Ne2+ 3.Kh2 Rh5#
(*1...Ne2+? 2.Qxe2 Qc1+ 3.Kh2 Qh6+ draws by perpetual check.* [*2...Qc5+ 3.Kh2 Rh5+ 4.Qxh5 Qxh5+ is equal.*])

❸ 1.Bb5 Qxb5 2.Qxd6

DECOY page 125

❶ 1...Ra2
2.Qxa2 Qh2+ 3.Ke3 Qxa2
2.Bb2 Rxb2 3.Qxb2 Qh2+
2.Rc2 Rxc2 3.Qxc2 Qh2+
2.Bd2 Rxd2
2.Kf1 Rxe2
(*1...Qh2+? 2.Ke1 Qg3+ 3.Kd1*)

❷ 1.Bd5 Qxd5 2.Ne7+ Kh8 3.Nxd5

❸ 1...Qg2+ 2.Kxg2 Nf4+ 3.Kg1 Nh3#
(*1...Nxe3? 2.Qd8+!* [*or 2.Nf4*])

JUMBO MIX #2 page 138

❶ Deflection
1...Rxa2 2.Qxa2 (2.Rd2 Ra1#) 2...Qc2#

❷ Decoy
1.Bd4+ Qxd4 (1...Kf7 2.Bxb2)
2.Ne6+ Kf7 3.Nxd4

❸ Deflection
1.Rg3 Bxg3 (1...Rd8 2.Rxg6+)
2.Ne7+ Kg7 3.Nxg6
(3...hxg6 4.hxg3 or 3...Bxh2+ 4.Kxh2)
(*1.Ne7+ is not as strong. 1...Bxe7 2.Rg3 c5! 3.Rxg6+ hxg6 is drawable.*)

❹ Decoy
1...Re1+ 2.Kh2 Rh1+ 3.Kxh1 Qxh3+
4.Kg1 Qxg2#

❺ Decoy
1.Rxf6
1...Qxf6 2.Bxe5 (pins Q)
1...Kxf6 2.Nd5+ Ke6 (2...Kg7 3.Nxe7)
3.Qxe5+ Kd7 4.Qxe7+

❻ Deflection
1...Bd5 2.Qxd5 (2.Re7 Bxf3+) 2...Qxe2+
3.Kh1 Qf1+ 4.Kh2 Qg1#

LINE CLEARANCE page 155

❶ 1...Nc3+ (clearing d-file)
2.Qxc3 (or 2.Rxc3 or 2.Ka1) 2...Qd1+
3.Rxd1 Rxd1#
2.bxc3 Rab8+ 3.Ka1 (3.Kc1 Qd2#)
3...Qd1+ 4.Rxd1 Rxd1#
2.Kc1 Qd2#

❷ 1.Nd6
1...Bxd6 2.Bd5 (pins Q)
1...Qf8 2.Nxc8
1...Bg5 2.f4

❸ Black wins by clearing the 6th rank.
1...Bxd4 2.Rxd4 e5!
3.fxe5 (or 3.Rd5) 3...Rg6 (pins Q)
3.f5 exd4

SQUARE CLEARANCE page 167

❶ 1.Bxf5
1...gxf5 2.Rd7+ Qxd7 3.cxd7
1...Rxc6 2.Rd7+ Qxd7 3.Bxd7
1...Qxc6 2.Bxc2 (2...Qxc2 3.Rd7+)

❷ 1...Re1+ 2.Bxe1 (or 2.Nxe1) 2...Ne2+
3.Kf1 Nxf4

❸ 1.Nd5
1...cxd5 (or 1...exd5) 2.Qf6#
1...f5 2.Nxb6 (or 2.Qh6!)
1...Qxb2+ 2.Rxb2 Nxb2 3.Qf6+
(*1.Nd7? Qe3+! 2.Qxe3 Nxe3*)

JUMBO MIX #3 page 180

❶ Line clearance
1.Rxc6 Qxc6 (1...f5 2.Rxb6) 2.Qg7#

❷ Square clearance
1...Rg1+
2.Nxg1 b1=Q
2.Kxg1? b1=Q+ 3.Kf2 Qxc2+

❸ Line clearance
1.Rxd4 cxd4 (1...Qc6+ 2.Rd5)
2.Qh7+ Kf6 3.Qxc7

❹ Line clearance
1...d5
2.exd5 (or 2.Bd3) 2...Bc5 (pins Q)
2.Be3 dxc4

❺ Square clearance
1.Nd3 cxd3 (1...Nf7 2.Nxb2) 2.Be5+ Rf6
3.Bxf6#

❻ Square clearance
1...Bc5
2.bxc5 Qf2+ 3.Kh1 Qh2#
2.Nf3 Bxe7
2.Rf3 Qxf3+ 3.Nxf3 Bxe7

DOUBLE ATTACK page 191

❶ 1.Qe6
1...Rf8 2.Qh3+ Qh4 3.Qxh4#
1...Qc5 2.Qh3#
1...Bf6 2.Qxc8+
(*1.Rd3? Qb1+ 2.Rd1 Qxd1+! 3.Qxd1 Bb2!* [*threatening ...Rc1*]
4.Bc6! Rxc6 5.Qd8+ is unclear.)

❷ 1...Rxb2 2.Rxb2 Qe5
3.Rb7 Qh2#
3.Rfb1 Qh2+ 4.Kf1 Qh1#
3.Nf3 (or 3.g3 or 3.f4) 3...Qxb2

❸ 1.Nd5
1...Qxd2 2.Ne7+ Kh7 3.Rh1#
1...Qxe4 2.Ne7+ Kh8 3.Rh1+ Qh7
4.Rxh7+
1...Rb8 2.Nxb4

COMBO MOMBO

ZWISCHENZUG page 201

❶ 1...Rxf3 2.Rxd7 Rxc3+ 3.bxc3 Bxd7

❷ 1.Nxd4 Bxe2 (1...cxd4 2.Qxh5)
2.Nxc6 Bxc4 (2...Rxc6 3.Bxe2)
3.Nxe7 Bxb5 (3...Kxe7 4.Nxc4)
4.Nxc8 (4...c4 5.Nd6! [*or 5.Nb1*] 5...c3
6.Nxb5 cxd2 7.Nc3 Kf7 8.Kf1)

❸ 1...Qxf3 2.Qxc8 (2.gxf3 Rxc7)
2...Qxd1+ (*2...Qxc3? 3.Qxf8+!*)
3.Rxd1 Rxc8

'Zwischenzug' is German for 'between-move'.

OBSTRUCTION page 211

❶ 1.d7+ Bxd7 (1...Rxd7) 2.Qb8#
(*1.Qb8+? Kd7 2.Nc5+ Ke8 3.Qb5+ Bd7 4.Qxd7+! Rxd7 5.Nxe4 Rb7 is good for black.*)

❷ 1...Nb3+
2.cxb3 a2 3.bxc4 a1=Q
2.Kc3 a2 (followed by 3...a1=Q)
2.Rxb3 cxb3
3.cxb3 a2
3.Kc1 a2 4.Kb2 bxc2
3.Kc3 b2
(*1...a2? 2.Ra3*)

❸ 1.Bb6
1...Bxb6 2.Qb8+ Bd8 3.Qxd8#
1...Rxb6 2.Rd8#
1...h6 2.Bxa5

JUMBO MIX #4 page 222

❶ Double Attack
1.Ng5
1...Bb7 2.Bxf6 Qxf6 3.Qxh7#
1...g6 (or 1...Be5) 2.Bxa8
(*1.Bxf6? Qxf6 2.Ng5 Bf5!*)

❷ Zwischenzug
1...Nxe4 2.Bxd8 (2.Bxe4 Qxg5) 2...Nxc3
3.bxc3 Rxd8
3.Be7 Nxd1
(4.Rxd1 Re8 or 4.Bxf8 Nxb2)

❸ Obstruction
1.Nf6+ (obstructing the black f-pawn)
1...Bxf6 2.Qh5 Bf5 (otherwise 3.Qh7#)
3.Qxf5 (or 3.Bxf5) then 4.Qh7#
1...Kh8 2.Qh5+ Bh6 3.Qxh6#
(*1.Qh5? f5!*)

❹ Double Attack
1...Qc5
2.Rgd1 Qxa3+ 3.Kb1 Qxb2#
2.Bxg7 Qxg1+ 3.Ka2 Kxg7

❺ Zwischenzug
1.Qxd7 Qxc1 (1...Bxd7 2.Rxc2)
2.Ng6+! hxg6 (2...Kg8 3.Qe6#)
3.Qh3+ Kg8 4.Rxc1

❻ Obstruction
1...Rf4
2.Rxf4 Qc1+ 3.Rf1 Qxf1#
2.Bxf4 Qf1#
2.h3 Rxf7
2.Rxg7+! Kxg7 3.h4 Rf7

PERPETUAL CHECK page 230

❶ 1.Rxg7+ Kxg7 (1...Kh8 2.Qxh7#)
2.Qg5+ Kh8 3.Qf6+ Kg8 4.Qg5+ Kh8
5.Qf6+ ½-½
(*1.Kc1? Qxb2+ 2.Kd1 Qb1+ 3.Kd2 Rb2+ 4.Kc3 Qc2#*)

❷ 1...Rxg3+ 2.hxg3 Qxg3+ 3.Kh1 Qh3+
4.Kg1 Qg3+ 5.Kh1 Qh3+ ½-½
(*1...c6?* [*or 1...c5*] *2.Qa8+ Kc7 3.Ra7#*)
(*1...Bxf2+? 2.Rxf2 Rd1+ 3.Nxd1 Qxd1+ 4.Kg2* [*or 4.Qf1*])
(*1...hxg3? 2.Qa8#*)

❸ 1.Re8+ Kxe8 2.Nf6+ Ke7
(2...Kf8 3.Rd8+ Kg7 [*3...Ke7? 4.Re8#*]
4.Rg8+ transposes to main line.)
3.Rd7+ Kf8 4.Rd8+ Kg7 (4...Ke7 5.Re8#)
5.Rg8+ Kh6 6.Ng4+ Kh7
7.Nf6+ Kh6 8.Ng4+ Kh5
9.Nf6+ Kh6 (9...Kh4? 10.Rg4#)
10.Ng4+ ½-½

STALEMATE page 241

❶ 1.Rc8+ Kg7 (1...Kh7 2.Rh8+ Kxh8 3.Rc8+)
2.Rg8+ Kxg8 (2...Kh7 3.Rh8+ Kg7 4.Rg8+)
3.Rc8+ Kg7 4.Rg8+ Kxg8
5.Qd8+ (*5.Qxg6+? Bxg6 6.f5 Qg2#*)
5...Kg7 (5...Kh7 6.Qh8+ Kxh8 ½-½)
6.Qg8+ (6.Qf8+ also works.)
6...Kf6 (6...Kh6? 7.Qh8# or 6...Kxg8 ½-½)
7.Qxf7+ Kxf7 ½-½

❷ 1...Rxe8
2.fxe8=Q (or =R) ½-½ (stalemate)
2.fxe8=B Ke7 (forks B & N)
2.fxe8=N+ ½-½ (impossible to force mate with two Ns)
(*1...Ke7+? 2.Kg7 Rf6 3.Nc8+! Ke6 4.f8=Q Rxf8 5.Kxf8*)
(*1...Rxd6? 2.f8=Q+*)

❸ 1.Rh6+ gxh6 2.Qh7+ Kxh7 ½-½
(2.Qg8+? Qxg8! or 2.Qxe8+? Qg8!)

JUMBO MIX #5 page 246

❶ Perpetual check
1...Rxg3+ 2.fxg3
(2.Kxg3? Rg8+ mates after 3.Kf3 Qe4#, 3.Kh3 Qh1#, or 3.Kh2 Qg1+ 4.Kh3 Qh1#)
2...Qe2+ 3.Kg1 (3.Kh3 Qh5+ 4.Kg2 Qe2+)
3...Qe1+ 4.Kg2 Qe2+ 5.Kh3 Qh5+
(5...Qf1+ also works. 6.Kh2! Qe2+)
6.Kg2 Qe2+ 7.Kg1 Qe1+ ½-½
(*1...Qe4+? 2.Kf1! Qh1+ 3.Ke2 Qe4+ 4.Be3 1-0*)

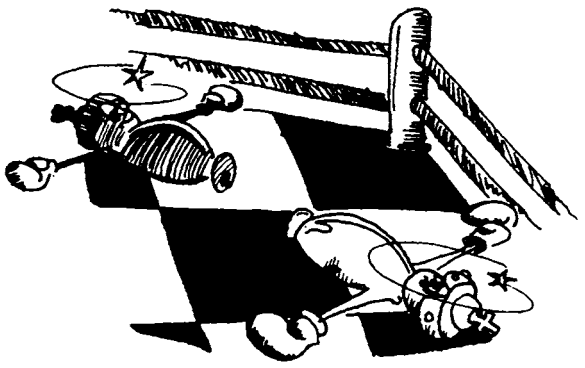
❷ Stalemate / Perpetual Check
1.Ne5+
1...Kg7 2.Nxd3 (equal material)
1...Rxe5 2.Qf6+ (2.Qxg6+ also works.)
2...Kxf6 ½-½ (stalemate)
2...Kg8 3.Qg7+ Kxg7 ½-½
2...Ke8 3.Qd8+ Kf7 4.Qf6+ Kg8
5.Qg7+ Kxg7 ½-½
1...dxe5 2.Qf6+ (*2.Qxg6+? Ke7 0-1*)
2...Kxf6 ½-½ (stalemate)
2...Kg8 3.Qxg6+
3...Qxg6 ½-½ (stalemate)
3...Kf8 4.Qf6+ ½-½ (perp)
3...Kh8 4.Qf6+ ½-½ (perp)

❸ Perpetual check
1...Rg1+ 2.Kxg1 Nf3+
3.Kf1 (3.Kh1? Rh2#) 3...Nh2+
4.Ke1 Nf3+ 5.Kf1 Nh2+ 6.Kg1 Nf3+
7.Kf1 (7.Kh1? Rh2#) 7...Nh2+ ½-½

❹ Stalemate / Perpetual check
If white can sacrifice both rooks, the game will be drawn by stalemate.
1.Rb8+ Kxb8 2.Rb7+
2...Kxb7 ½-½ (stalemate)
2...Ka8 3.Rb8+ Ka7 4.Rb7+ Ka8
5.Rb8+ Ka7 6.Rb7+ ½-½
2...Kc8 3.Rc7+ Kd8 (3...Kxc7 ½-½ or 3...Kb8 4.Rb7+)
4.Rd7+ Ke8 5.Re7+ Kf8
6.Re8+! Kg7 (6...Kxe8 ½-½ or 6...Kf7 7.Rf8+ Kxf8)
7.Rg8+ Kh6 (7...Kh7 8.Rg7+ or 7...Kf7 8.Rf8+)
8.Rg6+ (*8.Rh8+? Kg5 9.Rg8+ Kf4 10.Rf8+ Kg3 11.Rg8+ Kf3 12.Rf8+ Ke2 13.Re8+ Kf1 0-1*)
8...Kh5 9.Rg5+ Kh4 10.Rg4+ Kh5 11.Rg5+ ½-½
(*1.Ra7+? Qxa7 2.Rxa7+ Kxa7 0-1*)

❺ Stalemate / Perpetual Check
1...Rh7+
2.Kg6 Rh6+!
3.Kxh6 ½-½ (stalemate)
3.Kf5 Rxf6+ 4.Kxf6 Kf8
5.Ke5 Ke7 6.Kxe4 Ke6
(drawn pawn ending)
2.Kg5 Rg7+
3.Kh4 Rh7+ 4.Kg3 Rg7+ (perp)
3.Qxg7+ Kxg7 4.Kf5 Kf7
3.Kf5 Rf7 4.Qxf7+ Kxf7
5.Kxe4 Ke6 ½-½ (drawn)

❻ Stalemate
1.Kh5
1...g1=Q 2.Rf7+ Kg8 (2...Kh8 3.Rh7+)
3.Rg7+ Kxg7 (or 3...Qxg7) ½-½
1...Kg7 2.Rf2 (2.Rf4 g1=Q 3.Rg4+ also draws.)
2...g1=Q 3.Rg2+ Qxg2 ½-½



Switcheroos

See page 16 for detailed instructions.

#21 page 17
❶ Rc6 - Be2
last move: 1.Be4-c6#
❷ Ne2 - g5
❸ Qd8 - Ke8
last move: 1.Bd2-g5#

#22 page 31
❶ a6 - Ng3
last move: 1.Nb4-a6#
❷ Re5 - Bf8
(a6 - Ng3 ? and Be3 - Re5 ? impossible double checks)
❸ Kb8 - Be2
❹ Be3 - Re5
❺ a7 - g3
last move: 1.b6xa7#
❻ Kb8 - Bg4
(a6 - Ng3 ? and d6 - Be3 ? impossible double checks)

#23 page 45
❶ Nd2 - Kg8
❷ Qe7 - Ng5
❸ Ne7 - Ke8

#24 page 54
❶ Ne5 - g7
❷ Qh5 - Rh8
last move: 1.Bf8-b4#
❸ Rd2 - e6
❹ Rb8- Qh5
(Qh5 - Rh8 ? impossible check, no last move)
❺ Ne5 - e6
❻ Rg8 - Kh1

#25 page 75
❶ Qd2 - Rh8
❷ Na5 - Kg8
last move: 1.Be5-c3#
(Bg7 - Kg8 ? impossible for bishop to be on g8 "behind" the unmoved f and h pawns)
(Qg5 - Bg7 ? both in check)
(Kg8 - Nh5 ? impossible double check)
❸ Bc4 - Rf5

#26 page 87
❶ Qg6 - g7
❷ Ne5 - h6
❸ Nf7 - Qg6
❹ Rd3 - g7
❺ Rd1 - Rf8
❻ Ne5 - Kg8
❼ Rf8 - Kg8
❽ Bc8 - Kg8
(Ne6 - Kg8 ? impossible double check)
❾ Qg6 - Kg8

#27 page 99
❶ Nc3 - Nf6
❷ Re8 - Kh7
❸ h6 - Kh7

#28 page 109
❶ Rd1 - Rf8
❷ Bc2 - f7
❸ Ne4 - Kg8
❹ Re7 - Kg8
❺ Qf6 - Rf8
❻ Rc5 - Kg8
❼ Rd2 - Kg8
❽ Ne4 - Ne7
❾ Rf8 - Kg8

#29 page 122
❶ Rb1 - Rf8
❷ Nc6 - Kg8
last move: 1.Nc2-d4#
❸ Bc7 - Rg1

#30 page 134
❶ Bf8 - Rh8
(a3 - Bd7 ? This is impossible because black has 2 dark square bishops and 8 pawns, so the second B cannot be a promoted pawn. The same is true for switching Bd7 with any white pawn.)
❷ Rd1 - Rh8
(Bd7 - f4 ? same as above)
❸ d5 - Bd7
last move: 1.e6xd7#

#31 page 145
❶ Rd7 - Re8
❷ Kg2 - Kg8
(Be4 - Kg8 ? impossible double check and bishop behind f, g, h pawns.)
❸ Ba3 - Bg4
(Black is mated in diagram, but all legal switches undo the mate except this one!)

#32 page 156
❶ Re1 - Kg8
(Kg8 - Nh4 ? impossible check by g3)
❷ Nb8 - Qg3
❸ Ne5 - Ke8

#33 page 169
❶ Rb3 - g7
❷ Rb3 - h6
❸ Be3 - Kh7

#34 page 177
❶ Ne5 - Kg7
❷ Qc4 - Nf2
❸ Rf8 - Kg8

#35 page 188
❶ Ke1 - Rg3
❷ Nf6 - Bg3
❸ Kc8 - Bf3

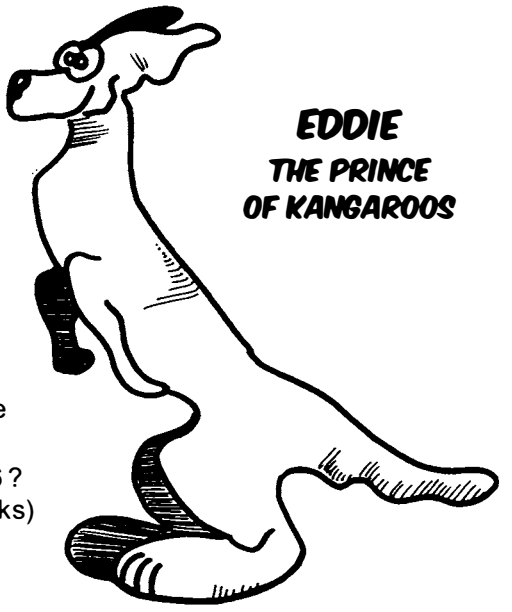
#36 page 200
❶ c7 - Kg7
❷ Rb3 - e6
❸ Nf6 - Bg7

#37 page 210
❶ Bd3 - Rg8
❷ Ng5 - Kg8
❸ Kg2 - h6
(Qd5 - Bg7 ?
impossible double check)

#38 page 220
❶ b3 - Qe4
❷ e6 - Qf3
(Did you notice white is in check?)
❸ Ke1 - Ke8
(The resulting position is very weird, but legal. The black king could have reached e1 earlier through d3. Try to make up a game that reaches the switched position. It's not easy!)

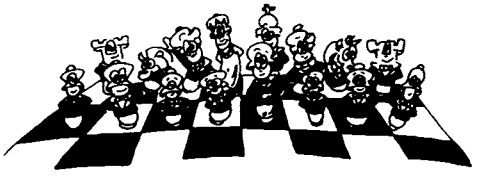
#39 page 231
❶ Nd4 - Kb8
❷ Be6 - Nh5
❸ Nc3 - Nc6
(Qa5 - Qb3 ?
impossible
double check)

#40 page 243
❶ e6 - f7
(Black is mated in the diagram, but all legal switches undo the mate except this one.)
(Qd3 - f7 ? and Qd3 - g6 ?
impossible double checks)
❷ Bf4 - Kh8
❸ Ra1 - Qe7



HELPMATES

"FIND BLACK'S WORST MOVE!"



#11 page 12
⓿ 1...Kf7 2.Qh5#
❶ 1...Be7 2.Qh5#
❷ 1...Nd7 2.Nd6#
❸ 1...Kd7 2.Qxe6#

#12 page 26
❶ 1...Qb7 2.Qh6#
[A. Storisteanu 2009]
❷ 1...f4 2.Bg6#
❸ 1...g5 2.Qxg5#

#13 page 41
❶ 1...g1=N 2.Nf2#
❷ 1...g1=R 2.h8=Q#
(or=R#!)
❸ 1...g1=B 2.a8=Q#
(or=B#!)

#14 page 51
❶ 1...Bh7 2.Qxe8#
❷ 1...Rd4 2.Qg7#
❸ 1...Rf8 2.Nh6#

#15 page 63
❶ 1...Be8 2.Qxb7#
❷ 1...Nb8 2.Nd6#
❸ 1...Rh7 2.Rxe8#

#16 page 83
❶ 1...a6 2.Nb6#
❷ 1...Nb8 2.Rc7#
❸ 1...Kd7 2.Qh3#

#17 page 91
❶ 1...f6 2.Bxg6#
❷ 1...Ne7 2.Nf6#
❸ 1...Qc7 2.Nxc7#

#18 page 103
❶ 1...h5 2.Qxh5#
❷ 1...Nh4 2.Qxh7#
❸ 1...Qb4 2.Rxg6#

#19 page 113
❶ 1...Rg8 2.Rxh7#
❷ 1...Rf7 2.Nxf7#
❸ 1...Ne7 2.Rg6#

#20 page 122
❶ 1...Rd4 2.Qg6#
❷ 1...Rf5 2.Qe3#
❸ 1...Kf5 2.Bh7#

#21 page 134
❶ 1...Re8 2.Rxe8#
❷ 1...b6 2.Qxc6#
❸ 1...Bd8 2.Qf5#

#22 page 151
❶ 1...Bh8 2.Qxh6#
❷ 1...Kg6 2.Qe4#
❸ 1...Ne4 2.Rh6#

#23 page 159
❶ 1...Bf8 2.Nf6#
❷ 1...Kf7 2.Nxc7#
❸ 1...Kd7 2.Nf6#

#24 page 169
❶ 1...f5 2.Ne7#
❷ 1...Rd6 2.Ne7#
❸ 1...g5 2.Rxg5#

#25 page 186
❶ 1...Kh8 2.Re8#
❷ 1...Kg7 2.Rg5#
❸ 1...Rg8 2.Re7#

#26 page 195
❶ 1...Bxb5 2.Bxb5#
❷ 1...Nce7 2.Nd6#
❸ 1...Bd7 2.Bh5#

#27 page 207
❶ 1...Kf8 2.Nh7#
❷ 1...Nb8 2.Be6#
❸ 1...Nb5 2.Ng3#
[A. Storisteanu 2009]

#28 page 217
❶ 1...Nh8 2.Nf6#
❷ 1...b1=R 2.Qc3#
2b. With the black pawn on c2 instead of b2, the solution is: 1...c1=B 2.Qc3#.
2c. With the black pawn on d2, and a white bishop on e4 instead of g4, the solution is: 1...d1=N 2.Qe1#.
❸ 1...Nxd5 2.h5#
[A. Storisteanu 2009]

#29 page 225
❶ 1...d1=B 2.Qdg5#
1b. With a white queen on a5 instead of d8, the solution is: 1...d1=R 2.Qc3#. [A.S.]
❷ 1...g5 2.Qg6#
❸ 1...Ne4+ 2.Nd3#

#30 page 235
❶ 1...Kd7 2.Bb5#
❷ 1...Rd6+ 2.Bd4#
❸ 1...O-O-O 2.Ncxb6#

WHO'S THE GOOF?

"Who's the Goof?" 1 to 20 were in volume 1.

#21 page 17

❶ The black king and bishop on e8 are switched.
❷ Both kings are in check.
❸ Black has doubled c-pawns, but white is not missing any pieces, so there could not have been a capture on c6.

#22 page 36

❶ White has 3 rooks. The third rook is not a promoted piece because black has all eight pawns.
❷ White has two bishops on dark squares.
❸ Black is in an impossible double check.

#23 page 45

❶ White has two kings.
❷ Black is in triple check.
❸ The black bishop could not reach a5 from f8 since black still has pawns on e7 and g7. The bishop is not a promoted piece because black has all eight pawns.

#24 page 63

❶ There is no white king.
❷ White has 3 bishops. The extra bishop is not a promoted piece because the only missing white pawn is the e-pawn, and that pawn could only have promoted on d8 (after capturing on the d-file). Because d8 is a dark square, the pawn could not become a light square bishop.
❸ The black king is in an impossible check. The white rook could only get to f1 from e1 or d1, where it would already be giving check. No discovered check was possible. White did not castle last turn because the white king would be in check on e1 from the bishop at a5.

#25 page 79

❶ Black has 3 knights. The third knight is not a promoted piece because black has all eight pawns.
❷ The two kings are next to each other.
❸ Black is in an impossible double check.

#26 page 97

❶ Black has a pawn on f8.
❷ White has two sets of doubled pawns, but black is only missing one piece.
❸ The white king is in an impossible check. The black bishop could only have moved to b6 from a square where it would already be checking the king. No discovered check was possible.

#27 page 118

❶ Black has 2 bishops on dark squares.
❷ The white king is in check from an unmoved pawn.
❸ White has 9 pawns.

#28 page 131

❶ Both kings are in check.
❷ Black has 3 bishops. The third bishop is not a promoted piece because black has all 8 pawns.
❸ White is in an impossible check. The last move could not be ...f4-f3+ because if the black pawn were on f4, white would already be in check from the bishop on e4.

#29 page 147

❶ Black has 2 kings.
❷ Black is in an impossible double check.
❸ A white bishop cannot be on f8 because of the unmoved black pawns on e7 and g7. The bishop is not a promoted piece because white has all 8 pawns.

#30 page 163

❶ White is in triple check.
❷ White has 2 queens.
❸ The white rook that started on a1 could not get to e3 or f2 because of the pawns on b2 and a3 and the unmoved bishop on c1. Neither white rook is a promoted piece because white is only missing one pawn and one knight, and they were captured by the black c-pawn and h-pawn.

#31 page 174

❶ The black king is in check from an unmoved pawn.
❷ There is no black king.
❸ Black has impossible doubled pawns. To reach a4, a black c-pawn would have to capture twice, but white is only missing one piece.

#32 page 188

❶ Black has 3 rooks. The third rook is not a promoted piece because black has all 8 pawns.
❷ White has impossible doubled pawns. White captured twice on dark squares (c3 & g3), but black is only missing one pawn and a light square bishop.
❸ Black is in an impossible check. All the squares the white knight could have moved from are occupied.

#33 page 203

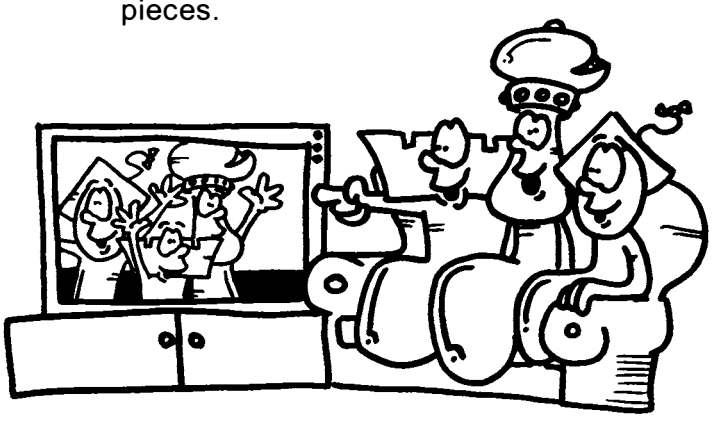
❶ Both kings are in check.
❷ White is in an impossible double check.
❸ The white bishop could not get to e7 from c1 because there are unmoved pawns on b2 and d2. The bishop is not a promoted piece because the only missing white pawn is the h-pawn, and that pawn would have to capture 4 times to reach d8 or f8 where it could promote on a dark square, but black is only missing 3 pieces.

#34 page 215

❶ White has 3 knights.
❷ The white king cannot be on d8 because he had no way to get past the four unmoved black pawns.
❸ Black is an impossible check from the rook on g3. The rook did not move from along the g-file because it would already be giving check. It was not a discovered check by g4xf5 because that requires a capture and black still has all 16 pieces.

The last move could not be Re3-g3+ or Rf3-g3+. The problem is the black bishop on b8. If the white rook just blocked a check by moving to g3, then the white king was in an illegal check, because the black bishop could only get to b8 from along the b8-h2 diagonal, where it would already be giving check. It could not be a discovered check by ...d6xc5 or ...e5xd4 because that requires a capture and white is only missing one piece which was captured earlier on f6 (...g7xf6).

Finally, the capture Rxg3+ was not possible because black still has all 16 pieces.



#35 page 227

❶ White is in an impossible check. The black rook could only get to d8 from along the 8th rank, where it would already be giving check. No discovered check was possible. Black did not castle last turn because the black king would have to cross over d8, which is attacked by the white queen.
❷ Black has 9 pawns.
❸ The black king is in an impossible check. The white bishop could only get to d5 from e6 or f7, where it would already be giving check.

WHO'S THE GOOF?

#36 page 247

❶ The black rook could not get from h8 to e8 because the bishop on f8 has never moved. All the other pieces could get where they are legally.

❷ The last move was d7-d8=N#. This is the only way that the double check from the bishop on c8 and the knight on d8 could happen. However, the *position before d7-d8=N#*, with a white pawn on d7, is impossible because there is no legal move by black on the previous turn that would lead to that position. Consider the possible moves:

The black king did not move to e6 from d6, d5, e5, or f6 because he would have been in an impossible double check. The king did not move to e6 from f5 because he would have been in an impossible check from the knight on h4. The knight could not move to h4 on the previous turn because there are no squares to move from. They are all occupied.

The black queen did not move to a3 because she would have been checking the white king on any square she could have moved from. The black rook did not move to a8 for the same reason.

It's easy to see that the black pawns and bishop did not move.

❸ The black king is in check, so it must be black's turn. This is impossible because white and black have both made an even number of moves, which means that it should be white's turn.

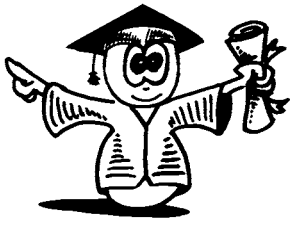
In a game, when it's black's turn, white has played one more move than black. If white has made an even number of moves, then black has made an odd number. The following facts prove that each player has made an even number of moves in this position:

a) Each player made two pawn moves.

b) Each player begins the game with one knight on a dark square and one knight on a light square. After an odd number of knight moves, they stand on the same colour squares. After an even number of knight moves, they stand on opposite colours (like they do in this puzzle).

c) If any rook or king moved and returned to its original square, it took two turns.

Congratulations if you figured out these three goofs!



DOUBLE WHAMMY

Wham, bam, thank you, Sam!

#1 page 29
- ⓿ 1.Qh5 2.Qxf7#
- ❶ 1.Rxh7 2.Rh8#
- ❷ 1.e6 2.exf7#
- ❸ 1.Rxf6 2.Qxh7#

#2 page 36
- ❶ 1.Nf3 2.Qc6#
- ❷ 1.Rd7 2.Rxh7#
- ❸ 1.Qxh7 2.Qxg6#

#3 page 49
- ❶ 1.Ne5 2.Bxf7#
- ❷ 1.Be8 2.Qxe5#
- ❸ 1.b8=Q 2.f8=N#

#4 page 59
- ❶ 1.Ne5 2.Rg8#
- ❷ 1.Ne6 2.Re7#
- ❸ 1.Rf7 2.Nd6#

#5 page 75
- ❶ 1.Nf5 2.Nxg7#
- ❷ 1.Bd5 2.Rxg6#
- ❸ 1.Bc5 2.Bxg6#

#6 page 85
- ❶ 1.Raa7 2.Rf8#
- ❷ 1.Rb7 2.Ra8#
- ❸ 1.Rg6 2.Rg8#

#7 page 94
- ❶ 1.Qa4 2.Nd6#
- ❷ 1.Qf7 2.Qad5#
- ❸ 1.Qg5 2.Nc7#

#8 page 106
- ❶ 1.Qa3 2.Qe7#
- ❷ 1.Rd7 2.Qxb7#
- ❸ 1.Be5 2.Be6#

#9 page 115
- ❶ 1.Qb3 2.Qg8#
- ❷ 1.Rc7 2.Qc8#
- ❸ 1.Rf7 2.Qd7#

#10 page 128
- ❶ 1.Qh3 2.Ne6#
- ❷ 1.Rh6 2.Ng6#
- ❸ 1.Qh1 2.Qa1#

#11 page 145
- ❶ 1.Ne6 2.Bh5#
- ❷ 1.Be7 2.Bc6#
- ❸ 1.Rd8 2.Bg5#

#12 page 153
- ❶ 1.Qd4 2.Qbd7#
- ❷ 1.Ba6 2.Qxc6#
- ❸ 1.Nxe4 2.Nf6#

#13 page 163
- ❶ 1.Qf6 2.Bc6#
- ❷ 1.Nc6 2.Qg8#
- ❸ 1.Ng6 2.Bb5#

#14 page 174
- ❶ 1.Kxd4 2.Ke4#
- ❷ 1.Bc4 2.Qg7#
- ❸ 1.Rg6 2.Nf6#

#15 page 183
- ❶ 1.Qg6 2.Rxe6#
- ❷ 1.Nc6 2.Bh3#
- ❸ 1.Bf6 2.Qxh6#

#16 page 196
- ❶ 1.Qxg7 2.Nf6#
- ❷ 1.Qxe5 2.Bg6#
- ❸ 1.Bh3 2.Bf1#

#17 page 205
- ❶ 1.Qh5 2.Ng6#
- ❷ 1.Bc1 2.Qxh6#
- ❸ 1.fxg7 2.gxf8=N#

#18 page 215
- ❶ 1.Rc1 2.Nd5#
- ❷ 1.Nxg6 2.Nde7#
- ❸ 1.Re6 2.Qf3#

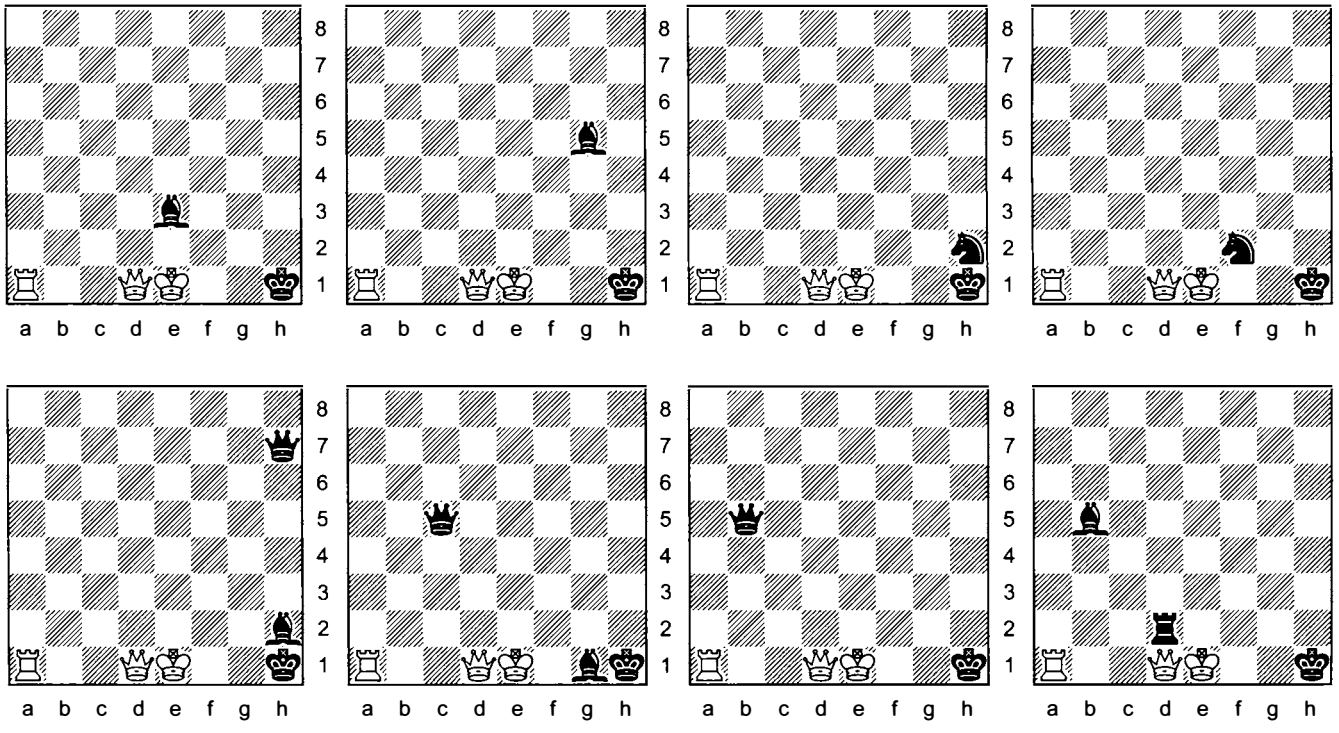
#19 page 227
- ❶ 1.Nd7 2.Nd6#
- ❷ 1.Rd5 2.Nd4#
- ❸ 1.Qxe6 2.Qxg6#

#20 page 237
- ❶ 1.Rc4 2.Qe2#
- ❷ 1.Qe8 2.Nf5#
- ❸ 1.Qa1 2.Qh1#

BONUS WHAMS!

WHITE PLAYS TWO MOVES IN A ROW TO MATE BLACK.
The first move may not be check.

☞ *283*



LILY'S PUZZLERS

WHITE PIECES On 1ST RANK page 26
How close did you come to the records?

A. Ra7 Rh8 Qd4 Bd3 Be3 Nd2 Ne2 Kf2
61 squares attacked
(Only c6 d1 e6 are unattacked.)

Ra7 Rh8 Qd4 Bd3 Bb2 Nd2 Nf3 Kf2
also 61 squares
(Only c6 d1 e6 are unattacked.)

B. Bb2 Bg2 Nc3 Ne2 Kf2 Qf1 Rg1 Re1
27 squares attacked

C. Ra1 Kb1 Nc1 Nd1 Be1 Rf1 Qg1 Bh1
46 squares attacked (*d1 is not attacked.*)

D. Na1 Bb1 Nc1 Qd1 Be1 Kf1 Rg1 Rh1
38 squares attacked (not a1 b1 d1)

with bishops on the same colour squares
Ra1 Nb1 Qc1 Nd1 Be1 Kf1 Bg1 Rh1
37 squares attacked

In parts C and D, the pieces could also be in the reverse order.

PLACE K, 2R, 2B, 2N page 31
There are many solutions to part C. The rooks in part A can be on other squares.

A. 78 moves
Ke2 Rg6 Rb4 Bd5 Be5 Nc5 Nf5

B. 10 moves
Kf2 Rg1 Rg2 Bh1 Bh2 Nf1 Ng3

C. Kc3 Nb4 Bc6 Rd7 Nf7 Bg5 Re3

3 QUEENS page 51

A. 54 squares
Qd4 Qe4 Qf4
Any position with the 3 queens next to each other on the same file or rank with two of the queens on a centre square.

B. 39 squares
Qa1 Qb1 Qb2
Or the same position rotated or reflected.

C. Qc5 Qe5 Qg5
Other solutions: Qb4 Qd4 Qf4
Qe3 Qe5 Qe7
Qd2 Qd4 Qd6

D. 16 squares
Qb1 Qd1 Qf1
Any position with the queens on light squares, all on same file or rank.
Other solutions: Qf1 Qh1 Qh3
Qb1 Qb7 Qf7

16 MATES IN 1 page 74

1. Rg8#
2. g7#
3. Ng6#
4. f8=Q#
5. Nf7#
6. c8=Q#
7. Be5#
8. b8=Q#
9. Rb8#
10. Qb8#
11. ... Rd6#
12. ... Rd6#
13. ... c1=Q#
14. ... Ng4#
15. ... Be3#
16. ... Qc1#

[G.Lee, M.McDowell, A.Mestel, J.Quah 1995]

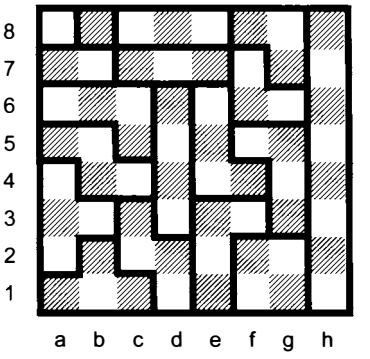
INVERTED OPENING page 79

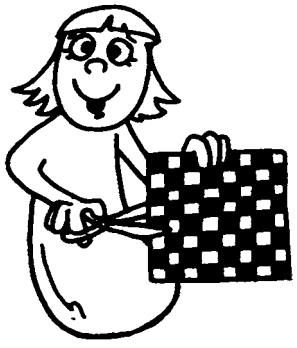
There are many solutions. The trick for using only 31 moves is to make just 3 moves with one of the rooks (for example, Ra3-h3-h5).

1.a4 2.Ra3 3.Rh3 4.Rh5
5.h4 6.Rh3 7.Rg3 8.Rgg5 9.Ra5
10.e3 11.Qf3 12.Qd5 13.Bd3 14.Bf5
15.e4 16.d3 17.Be3 18.Bc5
19.Ke2 20.Ke3 21.Kd4 22.Ke5
23.b4 24.c4 25.d4 26.f4 27.g4
28.Nc3 29.Nb5 30.Nf3 31.Ng5

Another solution is:
1.e4 2.Qh5 3.Qd5 4.Ke2 5.Ke3 6.Kd4
7.Ke5 8.Ba6 9.Bc8 10.Bf5 11.d4 12.Bh6
13.Bf8 14.Bc5 15.a4 16.Ra3 17.Rh3
18.Rh5 19.h4 20.Rh3 21.Rb3 22.Rb5
23.Ra5 24.b4 25.c4 26.f4 27.g4 28.Nc3
29.Nb5 30.Nf3 31.Ng5

CUT THE BOARD IN 18 PARTS page 91





18 different shapes.
[from the fabulous book *Sam Loyd's Cyclopedia of 5000 Puzzles, Tricks and Conundrums*, 1914]

If you actually used a paper diagram to cut out the shapes, you can try putting them back together now, just like a jigsaw puzzle. But cutting up your book probably isn't a good idea!

QUADRO-ROTATORS page 97

That's what we call this kind of puzzle!

Mate in 1	south	1.exf8=Q#
	east	1.gxf8=N#
	north	1.g3#
	west	1.Ne5#
Mate in 2	south	1.d8=Q+ Ke6 2.Qe7#
[K.Hannemann	east	1.b8=R Kf4 2.Rf8#
1922]	north	1.d8=B Kd4 2.Bf6#
	west	1.f8=N Kd5 2.Bb7#

Promoting to Q in east or north is stalemate.

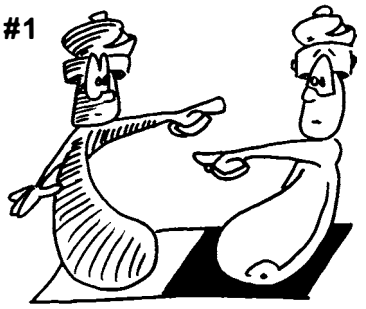
PLACE 2K, 2Q, 2R, 2B, 2N page 113
PLACE 4R, 4B, 4N

There are many solutions to both parts. Those given here are symmetrical positions.

A. Ka3 Qb1 Rf2 Bh3 Ne3
Kh6 Qg8 Rc7 Ba6 Nd6

B. Ra1 Rb2 Nc3 Bd3 Be3 Nf3
Rh8 Rg7 Nf6 Be6 Bd6 Nc6

PASSING BISHOPS #1 page 131



1. Ba5 Bh2
2. Be5 Bb4
3. Bc5 Bh4
4. Bb8 Bd4
5. Bg5 Bf4
6. Be5

CROSS ATTACK page 137

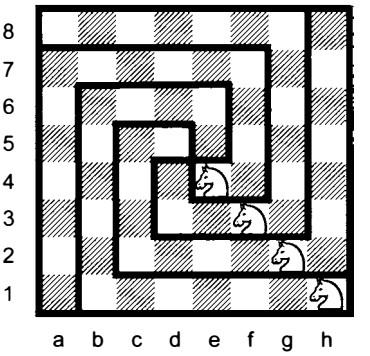
A. There are 8 possible solutions:
Be3 Be7 Bb3 Bf5
Be3 Be7 Bb5 Bf3
Be3 Be7 Bc2 Be6
Be3 Be7 Bc6 Be2
Bc5 Bg5 Bb3 Bf5
Bc5 Bg5 Bb5 Bf3
Bc5 Bg5 Bc2 Be6
Bc5 Bg5 Bc6 Be2

B. There are 4 possible solutions:
Nb6 Be3 Be7 Nf2
Nc3 Be3 Ne5 Be7
Nb6 Bc5 Nf2 Bg5
Nc3 Bc5 Ne5 Bg5

The bishops must both be on dark squares (attacking the junction square d4).

The same puzzle using 4 knights is impossible. Two knights cannot attack all the dark squares. 3B+N and 3N+B are also impossible.

CUT THE BOARD IN 4 PARTS page 159



[from *Sam Loyd's Cyclopedia of 5000 Puzzles, Tricks and Conundrums*, 1914]

4,6,8 QUEENS page 171

A. 60 squares
Qc6 Qd4 Qe5 Qf3
(Only a2, b1, g8, h7 are unattacked.)
Other solutions: Qb2 Qc6 Qf3 Qg7
Qb7 Qd4 Qe5 Qg2

B. 40 squares
Qa1 Qa8 Qh1 Qh8

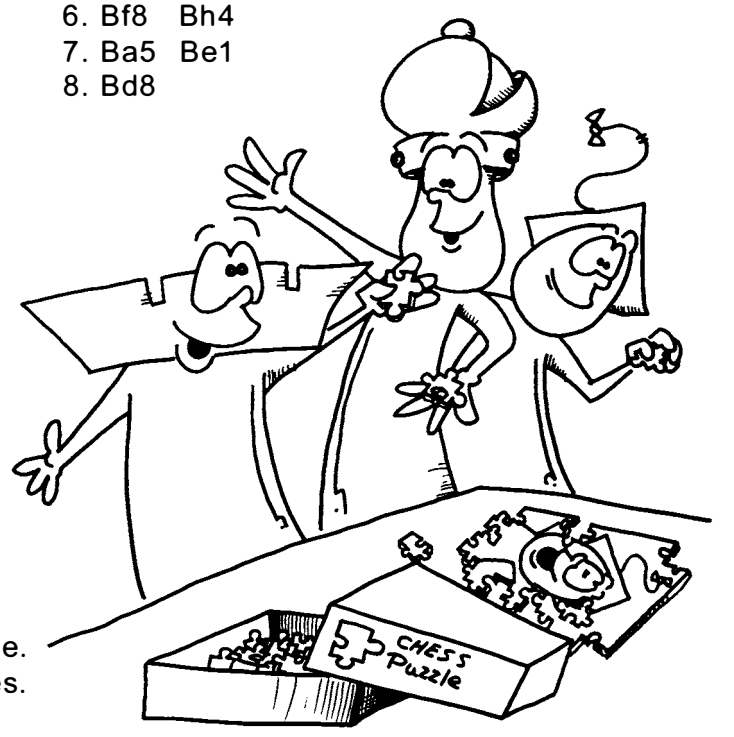
C. Qa3 Qb2 Qc1 Qf7 Qg8 Qh6

D. Qa3 Qa6 Qc1 Qc8 Qf1 Qf8 Qh3 Qh6

PASSING BISHOPS #2 page 183

Here are two possible solutions:

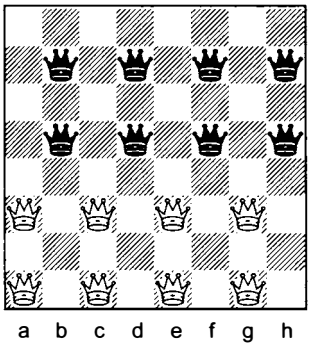
1. Be5 Ba7	1. Bf6 Ba5	6. Bb8 Ba3
2. Bb8 Ba1	2. Bd8 Ba1	7. Bh6 Bc1
3. Bd4 Bh6	3. Bc3 Bh2	8. Bf8
4. Bh8 Bg1	4. Bh8 Be1	
5. Ba3 Bc1	5. Ba7 Bg1	
6. Bf8 Bh4		
7. Ba5 Be1		
8. Bd8		



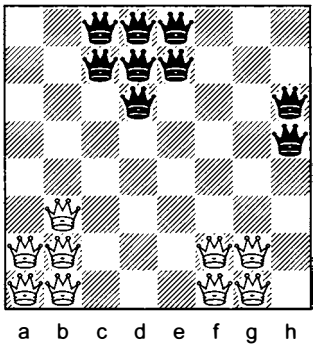
UNATTACKED QUEENS page 200

There are several solutions to all parts.

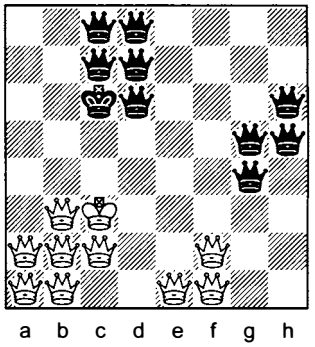
A. 8 Q's vs. 8 Q's

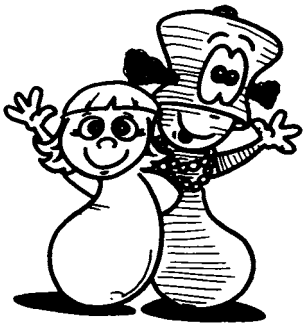


B. 9 Q's vs. 9 Q's



C. K+9 Q's vs. K+9 Q's





Some other solutions to parts A & B:

A. Qa1 Qb1 Qb2 Qc1 Qc2 Qc3 Qg2 Qh1 Qd6 Qd7 Qd8 Qe6 Qe7 Qe8 Qf7 Qf8

B. Qa1 Qa2 Qa3 Qb2 Qb3 Qb4 Qe1 Qf1 Qf2 Qc7 Qc8 Qd7 Qd8 Qg5 Qg6 Qh5 Qh6 Qh7

B. Qa1 Qa2 Qb1 Qb2 Qb3 Qc2 Qc3 Qf1 Qf2 Qd6 Qd7 Qd8 Qe7 Qe8 Qg4 Qg5 Qh5 Qh6

QUICK MATES page 220

A. 1.e4 e5 2.Qh5 Ke7 3.Qxe5# (*or 1.e3*)

B. 1.f3 e5 2.Kf2 Qh4+ 3.Ke3 Qd4#

C. 1.d4 e6 2.Qd3 Ke7 3.Nf3 Kf6 4.Bg5# (*or 3.Nh3, or 3.h4*)

D. 1.d4 c6 2.Kd2 Qa5+ 3.Kd3 Qa3+ 4.Kc4 b5# [A.Labelle 2003]

E. 1.Nc3 e5 2.a3 Bxa3 3.Ne4 Bf8 4.Ra5 Ke7 5.Rxe5# [A.Labelle 2003]

1.Nc3 e5 2.h4 Qxh4 3.Ne4 Qd8 4.Rh5 Ke7 5.Rxe5# [A.Labelle 2003]

(*White's first two moves can be switched.*)

F. 1.e4 e6 2.Ke2 d6 3.Ke3 Kd7 4.Kf4 e5+ 5.Kf5 Ke8#

1.d4 d5 2.Kd2 e6 3.Kc3 Ke7 4.Kb4 a6 5.Kc5 Ke8#

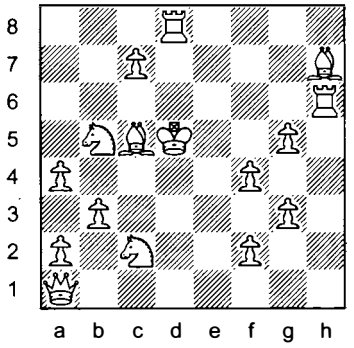
Bonus Puzzle Make up a game with the move 5...d1=B#. ☞ 282

16 DEFENDERS page 231

With 2 pieces (K&Q) guarding each other:
Kd1 Qc1 Rg8 Rh2 Bg3 Bh1 Na7 Nb7 a5 a6 b5 b6 e4 d5 e6 f7
[Mathematical Diversions 1963, J.Hunter & J.Madachy]

Without 2 pieces defending each other:
Ke7 Qa2 Rd8 Rh7 Bd2 Bb5 Nb4 Nc7 b6 c5 d4 e2 f3 f5 g4 g6
(Qa2-Bd2-Nb4 make a separate loop.)

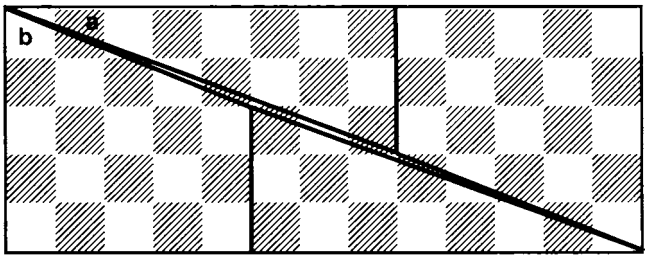
A single full loop:
Kd5 Qa1 Rd8 Rh6 Bc5 Bh7 Nb5 Nc2 a2 b3 a4 c7 f2 f4 g3 g5
(See diagram.)



Another full loop:
Kc2 Qh1 Ra6 Rf8 Bb6 Bf5 Nd2 Nf2 b5 c4 g3 g5 g7 h2 h4 h6

THE EXTRA SQUARE page 243

The apparent paradox is based on an optical illusion. The 5 x 13 board was not drawn accurately. It should have looked like this:



The four pieces from the 8 x 8 board do not fit together exactly to make a 5 x 13 board. There is a slight gap between the four pieces along the "diagonal". The area of this long skinny "parallelogram" is equal to the area of one square.

The angles of the trapezoid do not match the angles of the triangle. If you know a little trigonometry, we can calculate the angles.

The "tangent" of an angle in a "right triangle" is equal to the "opposite side" divided by the "adjacent side". In our triangle, the tangent of 'angle a' is 3/8 or .3750. Looking in a "trig table", we find that 'angle a' is 20.6 degrees.

In our trapezoid, the tangent of 'angle b' is 5/2 or 2.500. So 'angle b' is 68.2 degrees.

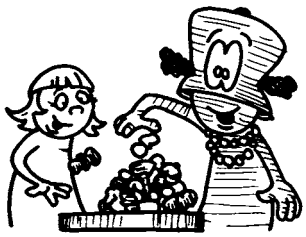
The two angles add up to 88.8 degrees. To fit together smoothly, the sum must equal 90.

In case you were wondering, a "trapezoid" is a four-sided shape with two "parallel" sides.

[an old puzzle of unknown origin]

MAXIMIZERS

Maximizers 1 to 5 were in volume 1. The correct name for this sort of chess problem is a "construction task", where the object is to achieve a "maximum" number of mates, moves, or checks. But we thought "maximizer" sounded more fun!



GENERAL RULES. All positions must be legal. To prove they are legal, show two earlier moves (one white, one black) which could have led to the puzzle position. The usual difficulty is that black was in an impossible double check on the previous turn.

When discovered checks are allowed, each different move by the uncovering piece counts as a separate mate.

SOLUTIONS. In most maximizers, the maximum number of mates can be achieved in different ways. One or two positions are given in the solutions. The numbers in parentheses show how many mates by each piece, in the order given. Illegal positions are marked with an asterisk*. They are illegal because black would be in an impossible double check on the previous turn.

BONUS MAXIMIZERS

☞ 283

Using the pieces below, make positions with as many mate in 1's as possible.

A. white KBBNN vs. black K	1. without discovered checks	2. discovered checks allowed
B. white KRRNN vs. black K	1. without discovered checks	2. discovered checks allowed
C. white KRRBB vs. black K	1. without discovered checks	2. discovered checks allowed
D. white KRRBN vs. black K	1. without discovered checks	2. discovered checks allowed
E. white KRBNN vs. black K	1. without discovered checks	2. discovered checks allowed
F. white KRBBN vs. black K	1. without discovered checks	2. discovered checks allowed
G. white KQRBN vs. black K	1. without discovered checks	2. discovered checks allowed

MAXIMIZERS #6 page 39

A1. QRBK vs. K *no discovered checks*
white Qb4 Rh4 Be6 Ke7 vs. black Ke5
13 mates in 1 (11+2+0)

A2. QRBK vs. K *with discovered checks*
white Qf6 Rd7 Ba4 Kg8 vs. black Ke8
20 mates in 1 (7+13+0)
last moves 1.Re7xd7+ Kd8-e8

B1. QRNK vs. K *no discovered checks*
white Qd5 Rf1 Ng6 Kc7 vs. black Ke8
12 mates in 1 (10+2+0)

B2. QRNK vs. K *with discovered checks*
white Qh1 Re4 Nd7 Kb6 vs. black Ka8
16 mates in 1 (2+14+0)

C1. QBNK vs. K *no discovered checks*
white Qd5 Bh4 Nb6 Kg7 vs. black Ke8
11 mates in 1 (11+0+0)

C2. QBNK vs. K *with discovered checks*
white Qb6 Bh1 Ne4 Kc7 vs. black Ka8
12 mates in 1 (4+0+8)

D1. QBBK vs. K *no discovered checks*
white Qd5 Bg4 Bh4 Kg7 vs. black Ke8
13 mates in 1 (11+2+0)

D2. QBBK vs. K *with discovered checks*
white Qc6 Bb5 Bc7 Kb6 vs. black Kc8
*11 mates in 1 (5+1+5)
**Discovered checks do not increase the number of mates for QBB.*

E1. QNNK vs. K *no discovered checks*
white Qd5 Ng6 Nh6 Kc7 vs. black Ke8
10 mates in 1 (10+0+0)

E2. QNNK vs. K *with discovered checks*
white Qh1 Ne4 Nd7 Kb6 vs. black Ka8
10 mates in 1 (2+8+0)
Discovered checks do not increase the number of mates for QNN.

*white Qd5 Nc6 Nc8 Kc7 vs. black Ka8
{11 mates in 1? (2+8+1)} **illegal position*

F1. QRRK vs. K *no discovered checks*
white Qd5 Ra7 Rd1 Kg7 vs. black Ke8
12 mates in 1 (11+0+1)

white Qd4 Rd8 Rf8 Kf5 vs. black Ke7
12 mates in 1 (11+1+0)

F2. QRRK vs. K *with discovered checks*
white Qd5 Rb1 Rb7 Ka6 vs. black Ka8
15 mates in 1 (2+0+13)

MAXIMIZERS #7 page 147

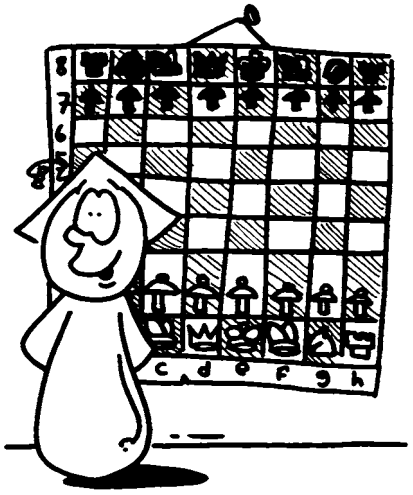
A. Q+K vs. K
white Qd7 Kb6 vs. black Ka8
5 mates in 1

B. 2Q+K vs. K
white Qb8 Qc7 Ka4 vs. black Ka6
14 mates in 1 (6+8)
last moves 1.b7-b8=Q+ Ka7-a6

*white Qb7 Qc6 Ka3 vs. black Ka5
{15 mates in 1? (7+8)} **illegal position*

C. 3Q+K vs. K
white Qd3 Qf4 Qg5 Ke8 vs. black Ke6
30 mates in 1 (12+9+9)
last moves 1.Qf4+ e7-e5 2.d5xe6+ e.p. Kd6xe6

*white Qc6 Qd2 Qg4 Kg6 vs. black Ke5
{31 mates in 1? (10+12+9)} **illegal position*



D. 4Q+K vs. K
white Qb5 Qc7 Qd4 Qf3 Kf8 vs. black Ke6
41 mates in 1 (11+9+10+11)
last moves 1.Qd4+ e7-e5 2.f5xe6+ e.p. Kf6xe6

white Qb7 Qd3 Qf4 Qg7 Kf8 vs. black Ke6
41 mates in 1 (10+12+10+9)
last moves 1.Qf4+ e7-e5 2.d5xe6+ e.p. Kd6xe6

*white Qb4 Qd3 Qd8 Qf2 Kf7 vs. black Ke5
{44 mates? (12+10+11+11)} **illegal position*

E. 5Q+K vs. K
white Qb7 Qd3 Qd8 Qf4 Qh5 Ka1
black Ke6 *last moves 1.d7-d8=Q+ Ke7-e6*
51 mates in 1 (10+12+9+10+10)

*white Qb4 Qd3 Qd8 Qf2 Qg4 Kf7
black Ke5 **illegal position*
{54 mates in 1? (12+10+11+11+10)}

BONUS PUZZLE page 280
1.c4 d5 2.Qb3 dxc4 3.Kd1 c3 4.Kc2 cxd2
5.Qc3 d1=B# [A. Labelle 2003]

F. 6Q+K vs. K
white Qb4 Qd3 Qd8 Qf2 Qg6 Qh6 Kh1
black Ke5 *last moves 1.Qxg6+ Ke6-e5*
61 mates in 1 (12+10+11+11+10+7)

*white Qb4 Qd3 Qd8 Qf2 Qf7 Qg4 Kh1
black Ke5 **illegal position*
{64 mates in 1? (12+10+11+11+10+10)}

G. 7Q+K vs. K
white Qb4 Qc1 Qd3 Qd8 Qf2 Qg6 Qh6 Kh1
black Ke5 *last moves 1.Qxg6+ Ke6-e5*
70 mates in 1 (12+9+10+11+11+10+7)

*white Qb6 Qc4 Qd2 Qd7 Qf3 Qg6 Qh4 Kh1
black Ke5 **illegal position*
{74 mates? (11+10+12+10+10+10+11)}

H. 8Q+K vs. K
white Qa7 Qb4 Qc1 Qd3 Qd8
Qf2 Qg6 Qh6 Kh1
black Ke5 *last moves 1.Qxg6+ Ke6-e5*
79 mates in 1 (9+12+9+10+11+11+10+7)

*white Qb6 Qc4 Qd2 Qd7 Qf3
Qf8 Qg6 Qh4 Kh1
black Ke5 **illegal position*
{84 mates? (11+10+12+10+10+10+10+11)}

I. 9Q+K vs. K
white Qa7 Qb4 Qc1 Qd3 Qd8
Qf2 Qg6 Qh4 Qh6 Kh1
black Ke5 *last moves 1.Qxg6+ Ke6-e5*
87 mates (9+12+9+10+11+11+10+9+6)

*white Qb6 Qc4 Qd2 Qd7 Qf3
Qf8 Qg1 Qg6 Qh4 Kh1
black Ke5 **illegal position*
{92 mates?(11+10+12+10+10+10+8+10+11)}

MAXIMIZERS #8 page 213

A1. RBNK vs. K *no discovered checks*
white Rh7 Bd5 Ng6 Kc8 vs. black Ke8
4 mates in 1 (2+2+0)

white Rb7 Bh2 Nd5 Ka6 vs. black Ka8
4 mates in 1 (2+0+2)

A2. RBNK vs. K *with discovered checks*
white Rf7 Bg6 Ne6 Kd6 vs. black Ke8
14 mates in 1 (14+0+0)

white Rg2 Bh1 Nd7 Ka6 vs. black Ka8
14 mates in 1 (14+0+0)

B1. RBBK vs. K *no discovered checks*
white Rh1 Be5 Bf5 Kb6 vs. black Ka8
3 mates in 1 (2+0+1)

B2. RBBK vs. K *with discovered checks*
white Rb5 Ba4 Be7 Ke6 vs. black Ke8
14 mates in 1 (14+0+0)

C1. RNNK vs. K *no discovered checks*
white Rd7 Ne6 Nh7 Kd6 vs. black Ke8
4 mates in 1 (1+2+1)

white Rh7 Nc6 Nd5 Ka6 vs. black Ka8
4 mates in 1 (2+0+2)

*white Rb7 Nd5 Nd7 Ka6 vs. black Ka8
{5 mates in 1? (2+2+1)} **illegal position*

C2. RNNK vs. K *with discovered checks*
white Ra1 Nd5 Nd7 Ka6 vs. black Ka8
4 mates in 1 (0+2+0+2)

white Ra1 Na4 Nh1 Kc8 vs. black Ka8
4 mates in 1 (0+4+0)
Discovered checks do not increase the number of mates for RNN.

D1. BBNK vs. K *no discovered checks*
white Be2 Be7 Ne4 Ke6 vs. black Ke8
4 mates in 1 (2+0+2)

D2. BBNK vs. K *with discovered checks*
white Bd6 Bh1 Nf3 Ka6 vs. black Ka8
8 mates in 1 (0+0+8)

E1. BNNK vs. K *no discovered checks*
white Be7 Nd5 Nf5 Ke6 vs. black Ke8
4 mates in 1 (0+2+2)

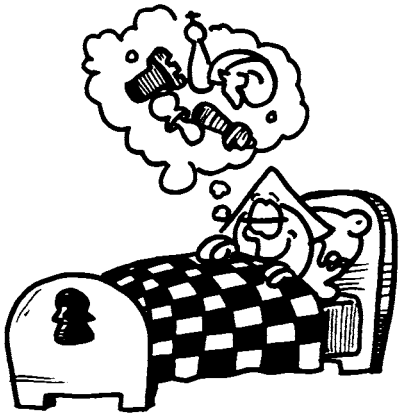
E2. BNNK vs. K *with discovered checks*
white Bh1 Nc6 Nd7 Ka6 vs. black Ka8
9 mates in 1 (0+8+1)

F1. RRNK vs. K *no discovered checks*
white Rd1 Rf7 Ne6 Kf6 vs. black Ke8
5 mates in 1 (1+2+2)

F2. RRNK vs. K *with discovered checks*
white Re1 Rf6 Ne3 Kc8 vs. black Ke8
8 mates in 1 (0+0+8)

G1. RRBK vs. K *no discovered checks*
white Rg2 Rh1 Bf4 Kb6 vs. black Ka8
4 mates in 1 (2+2+0)

G2. RRBK vs. K *with discovered checks*
white Rd5 Rh7 Be4 Kc8 vs. black Ka8
14 mates in 1 (14+0+0)



BONUS MAXIMIZERS page 281

A1. BBNNK vs. K *no discovered checks*
white Be2 Be7 Nd5 Nf5 Ke6 vs. black Ke8
6 mates in 1 (2+0+2+2)

A2. BBNNK vs. K *with discovered checks*
white Ba3 Bf7 Nc5 Nf4 Kf6 vs. black Kf8
10 mates in 1 (0+0+8+2)

B1. RRNNK vs. K *no discovered checks*
white Rd1 Rf7 Ne6 Nb5 Kf6 vs. black Ke8
7 mates in 1 (1+2+2+2)

B2. RRNNK vs. K *with discovered checks*
white Rd6 Re1 Nc6 Ne3 Kg8 vs. black Ke8
9 mates in 1 (1+0+0+8)

C1. RRBBK vs. K *no discovered checks*
white Ra5 Rh5 Be2 Be7 Ke8 vs. black Ke6
6 mates in 1 (2+2+2+0)

C2. RRBBK vs. K *with discovered checks*
white Rg2 Rh8 Bf8 Bh1 Ka6 vs. black Ka8
21 mates in 1 (14+0+7+0)

D1. RRBNK vs. K *no discovered checks*
white Ra7 Rh7 Be2 Ne6 Kf6 vs. black Ke8
6 mates in 1 (2+2+2+0)

D2. RRBNK vs. K *with discovered checks*
white Rb1 Rg2 Bh1 Nc8 Kc7 vs. black Ka8
16 mates in 1 (2+14+0+0)

E1. RBNNK vs. K *no discovered checks*
white Rh7 Bc4 Ne4 Ng6 Kc8 vs. black Ke8
6 mates in 1 (2+2+2+0)

E2. RBNNK vs. K *with discovered checks*
white Rg2 Bh1 Nb5 Nc4 Kc8 vs. black Ka8
15 mates in 1 (14+0+0+1)

F1. RBBNK vs. K *no discovered checks*
white Ra7 Bb6 Be6 Nf5 Kg8 vs. black Ke8
6 mates in 1 (2+0+2+2)

F2. RBBNK vs. K *with discovered checks*
white Rb7 Bc6 Bh2 Nd5 Ka6 vs. black Ka8
16 mates in 1 (14+0+0+2)

G1. QRBNK vs. K *no discovered checks*
white Qd2 Ra4 Bh7 Nf6 Ke7 vs. black Ke5
16 mates in 1 (12+2+0+2)

G2. QRBNK vs. K *with discovered checks*
white Qd3 Rf4 Bh2 Nb6 Ke7 vs. black Ke5
24 mates in 1 (9+13+0+2)

BONUS WHAMS page 277 solutions

1	1.Kf1	2.Qh5#	5	1.Kf1	2.Qf3#
2	1.Qd2	2.O-O-O#	6	1.Ra2	2.Qf3#
3	1.Qh5	2.Kf2#	7	1.Qe2	2.O-O-O#
4	1.Qd6	2.Kxf2#	8	1.Qe2	2.Kxd2#

CHESS'N MATH QUIZ #6 page 203

#1. 3612 different positions with 2 kings

If we place the white king first, he has 64 possible squares. The black king can then be placed on any other square that is not next to the white king. The number of available squares will be different depending on where the white king is. There are 3 situations:

1. If the white king is in a corner, then the black king has 60 possible squares (64-4).
2. If the white king is along the edge of the board, but not in a corner, then the black king has 58 possible squares (64-6).
3. If the white king is away from the edge, the black king has 55 possible squares (64-9).

The chessboard consists of 4 corners, 24 edge squares (non-corner), plus 36 other squares away from the edge. So the number of possible positions with only 2 kings on the board is:

(4 x 60) + (24 x 58) + (36 x 55) = 240 + 1392 + 1980 = 3612

If you are an expert on chess rules, you know that two positions, with all the pieces on the same squares, are still considered different if it is not the same player's turn to move. If we apply that rule to our math problem, then we need to double the answer:

3612 positions with white to move + 3612 positions with black to move = 7224

3612 is correct enough, but give yourself a double bonus if your answer was 7224!

#2 223,944 different positions with K + R vs. K.

There are 3612 possible positions with two kings on the board. In each of those positions, we can add a white rook on any empty square. So there are 62 x 3612 = 223,944 positions.

#3 216 different mating positions with K + R vs. K

The black king can only be mated in a corner or along the edge of the board. There are more possible mates when he is in a corner.

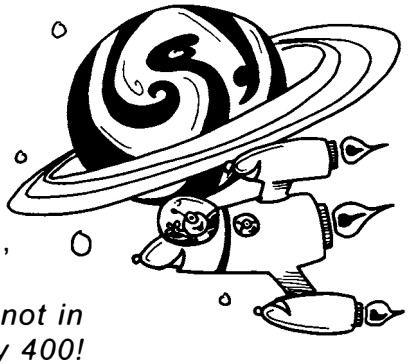
Consider a black king on a8. With the white king on a6, there are 6 different mates with the rook on the 8th rank. The same if the white king is on b6. With the white king on c8, there are 6 different mates with the rook on the a-file. The same if the white king is on c7. That means that with the black king on a8, there are 4 x 6 = 24 different mating positions. There are 4 corners, so there are 4 x 24 = 96 different mating positions with the black king in a corner.

With the black king along the edge of the board, but not in a corner, the white king must stand exactly opposite from him for a mate to be possible. Consider Kc7 vs. Ka7. There are 5 different mates with the rook on the a-file. This number is the same for any of the 24 squares on the edge (not including corners).

So the number of mating positions with K+ R vs. R is: 96 + (24 x 5) = 216

#4 (104 - 4) years x 365¼ days x (24 - 8) hours = 100 x 365¼ x 16 = 584,400 games

You didn't forget about leap years, did you? Every fourth year has an extra day (February 29), which adds up to ¼ day per year for the calculation.



The purpose of leap years is to match the calendar year with the time it takes the earth to go around the sun. Without leap days, Canada would eventually have winter in July!

According to astronomers, the earth's annual trip around the sun takes 365.242190 days. Because that is less than 365¼, one leap day every 4 years does not exactly correct for the time difference between the earth's journey and the calendar. Therefore, to make things more perfect, we have a trickier "leap schedule":

A leap day is added to every year that is divisible by 4, except not in years that are divisible by 100, unless they are also divisible by 400!

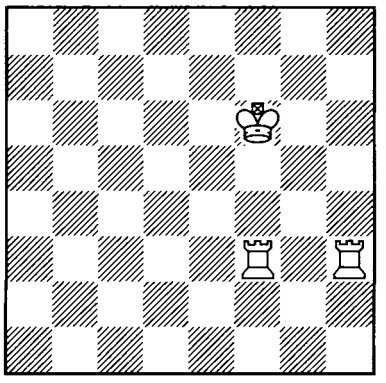
That means that the year 1900 was not a leap year, but 2000 was. It also means that the year 2100 will not be a leap year. So if you plan to live into the 22nd century, you need to adjust your calculation about the number of chess games you can play!

Subtract February 29, 2100 = (1 day x 16 hours). So the total is now only 584,384 games.

By the way, do you write down all your moves?

EXTRA LOYDS

108



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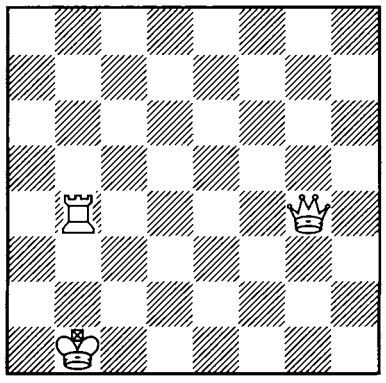

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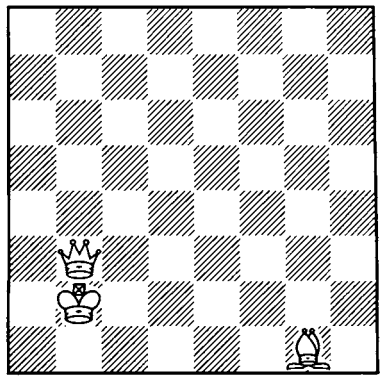

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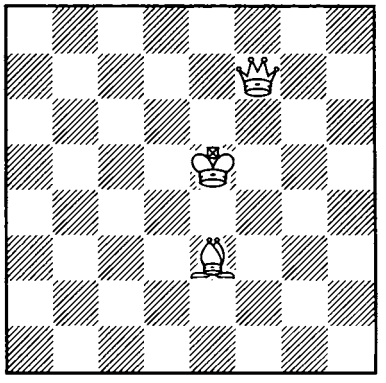

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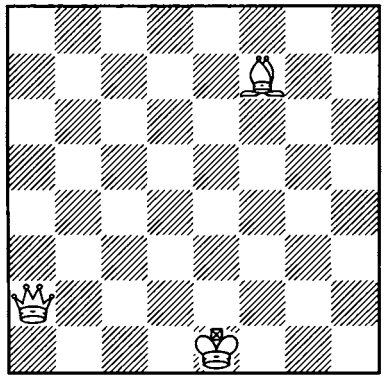

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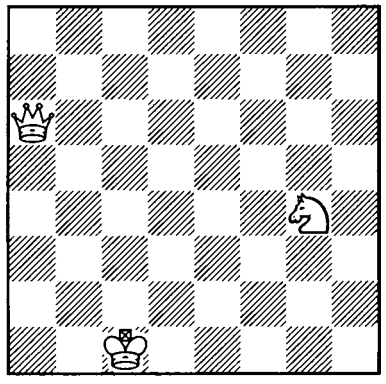

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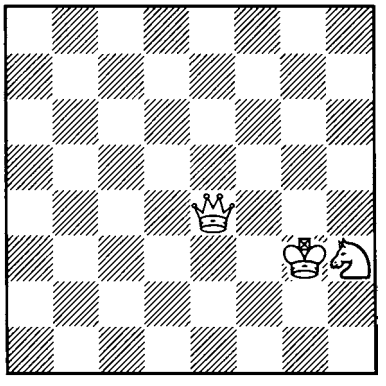

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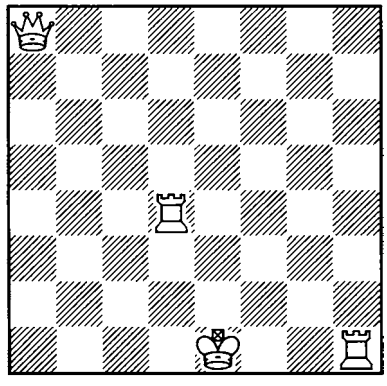

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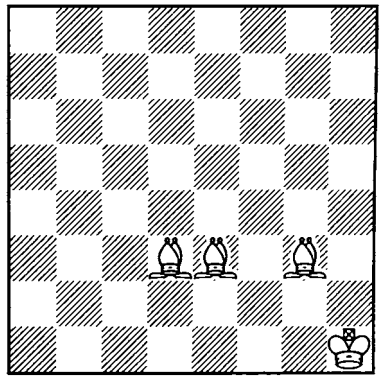

EXTRA LOYDS

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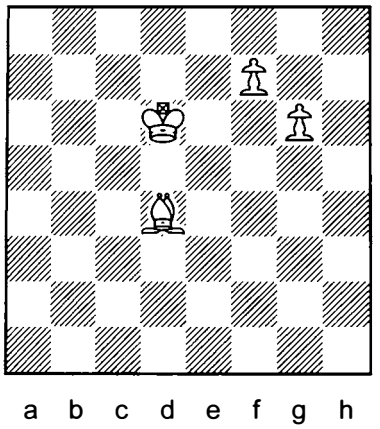

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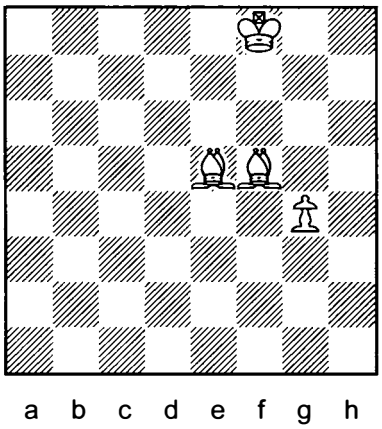

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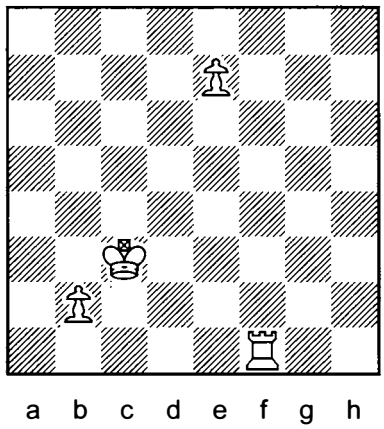

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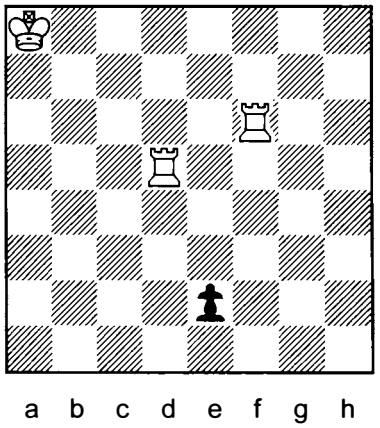

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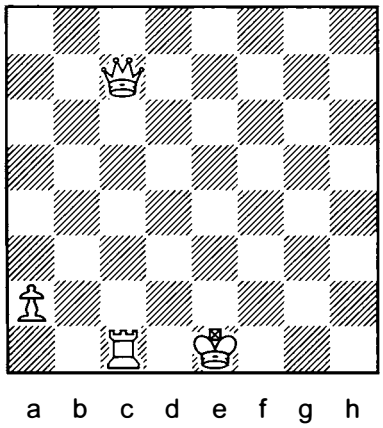

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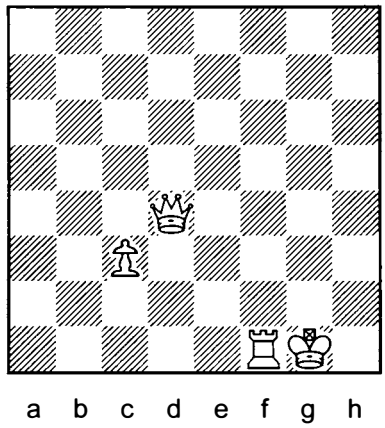

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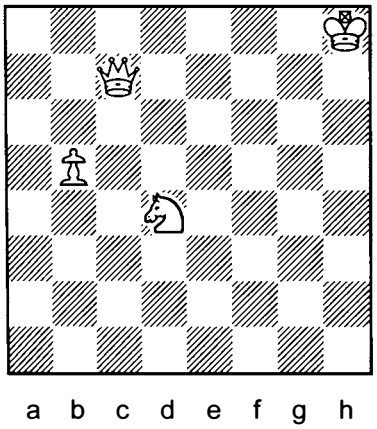

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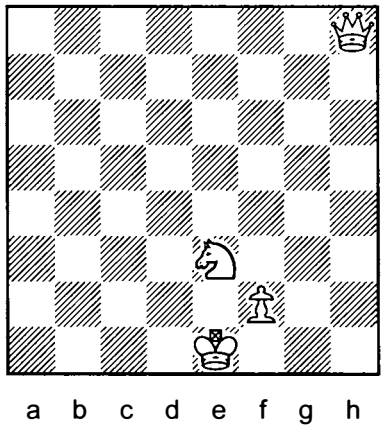

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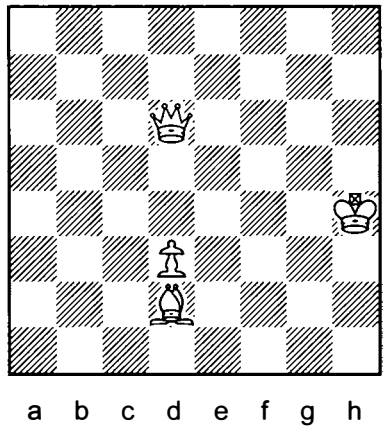

EXTRA LOYDS

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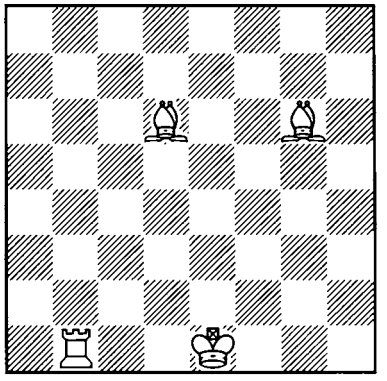

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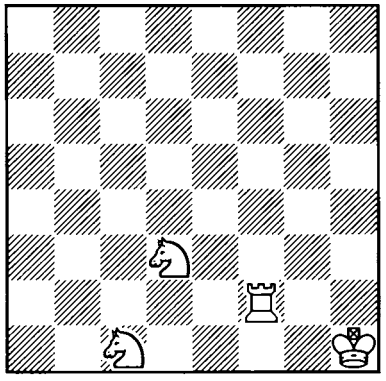

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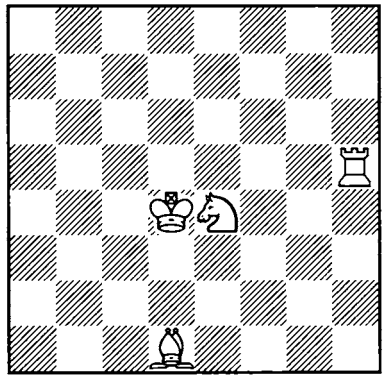

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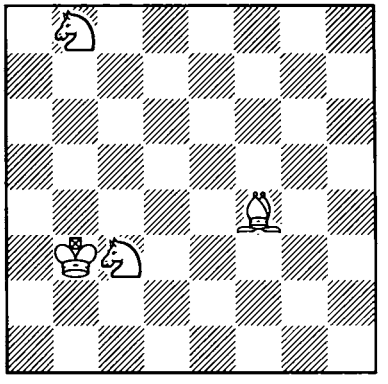

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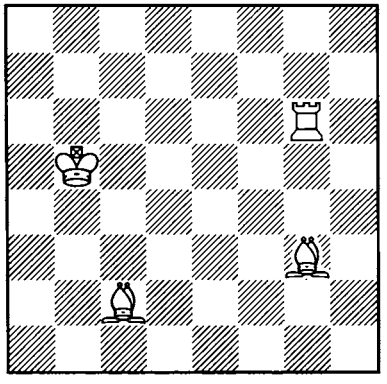

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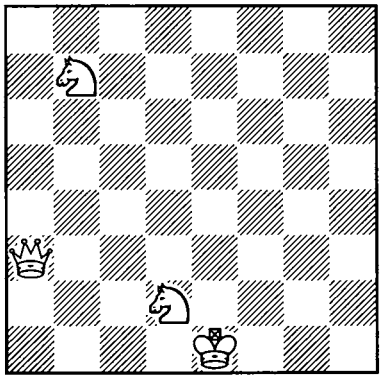

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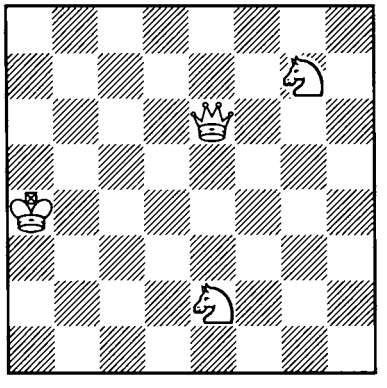

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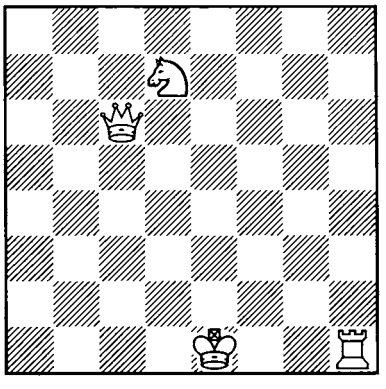

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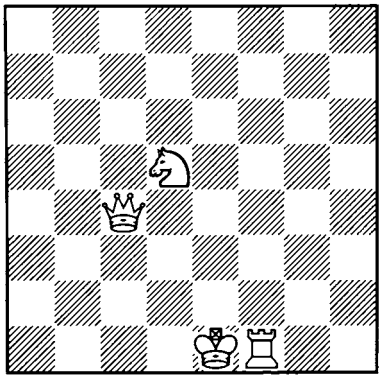

EXTRA LOYDS

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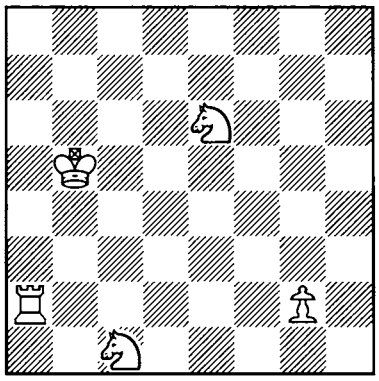

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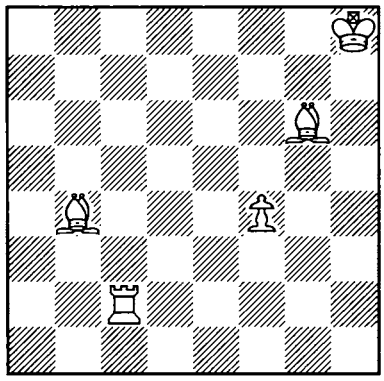

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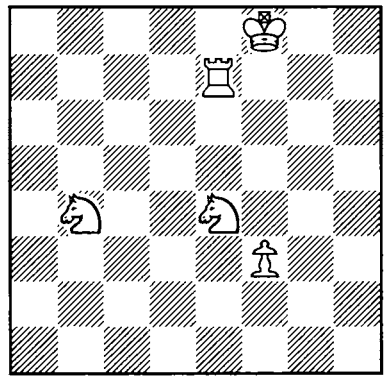

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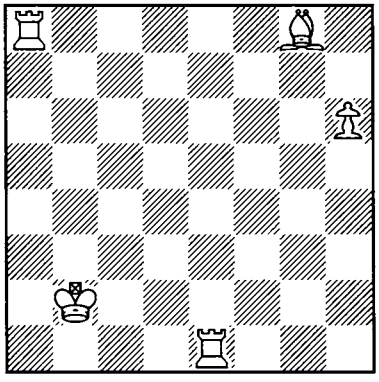

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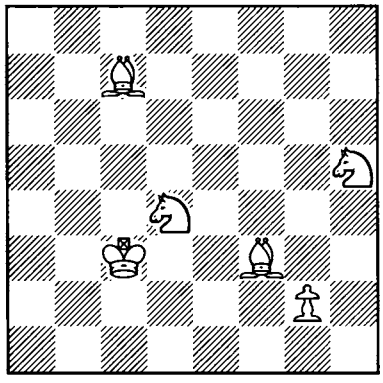

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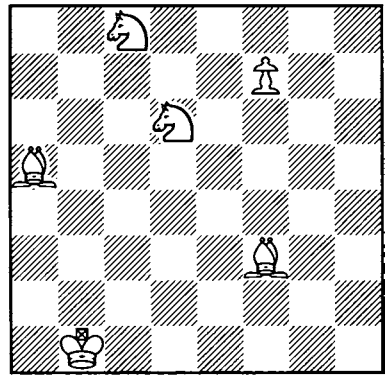

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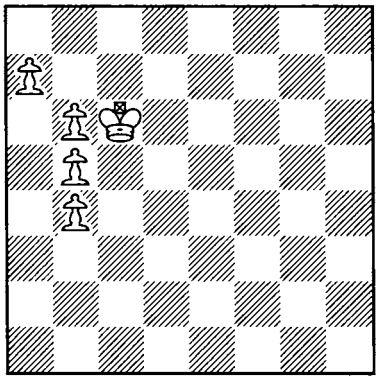

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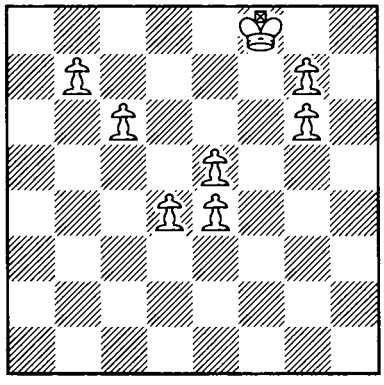

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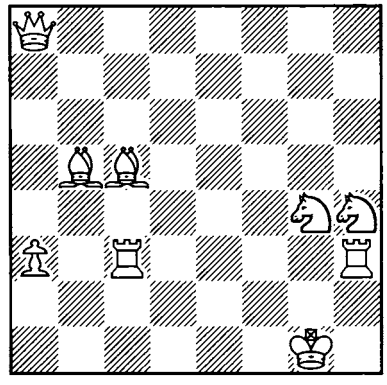

EXTRA LOYDS

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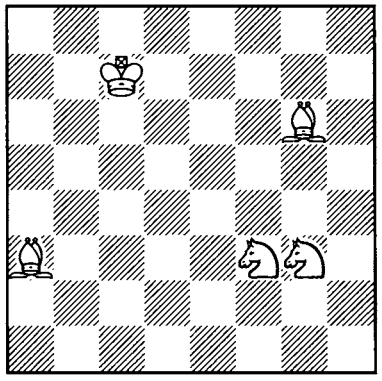

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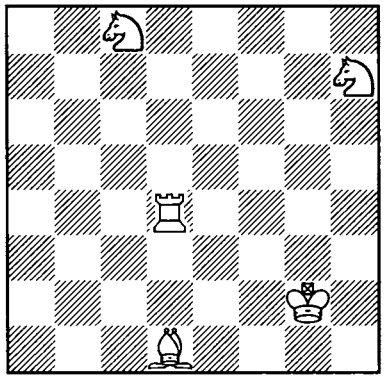

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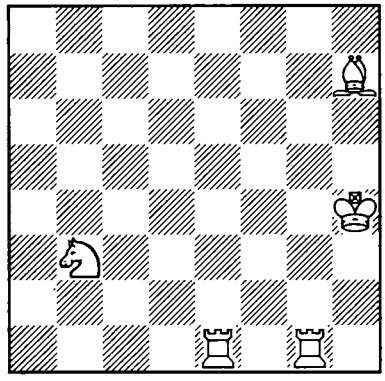

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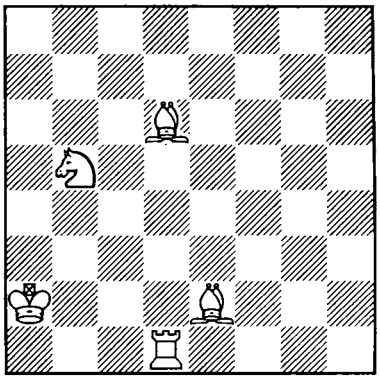

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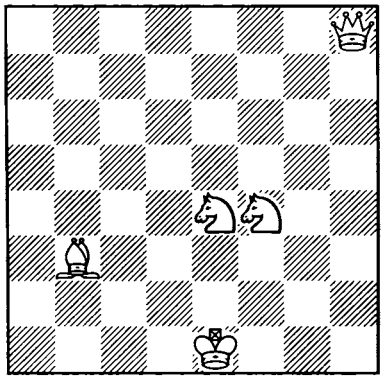

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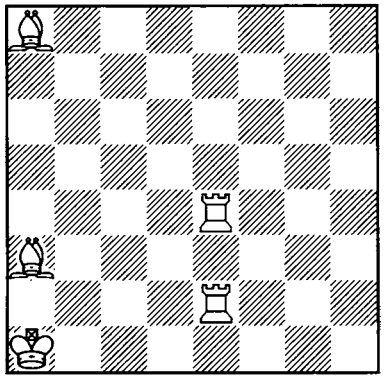

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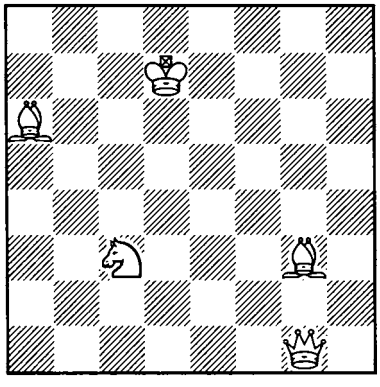

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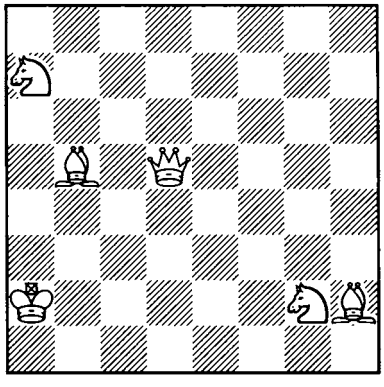

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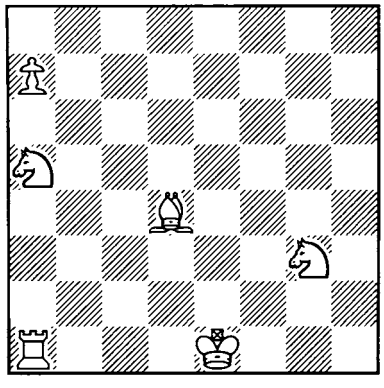


EXTRA LOYDS

pages 285-289

Extra loyds 81-107 are in volume 1.

LOYD #108
A Kh6
B Kg4
C Kf8 (Rh8#)

LOYD #109
A Kh4
B Ka3
C Kc3 (Qd4#)

LOYD #110
A Kc4
B Ka8
C Ka6 (Qb6#)

LOYD #111
A Kh6
B Kh8
C Ka8 (Qa7#)

[Loyds 111 to 115, 118, & 141 were composed with the assistance of *Caisay 4.0.3*.]

LOYD #112
A Ka1
B Kc1
C Kc3 (Qd2#)

LOYD #113
A Ka1
B Ke1
C Kh1 (Qf1#)

LOYD #114
A Kh1
B Kf1
C Kh5 (Qh7#)

LOYD #115
A Kg1
B Kg3
C Ke3 (Qe4#)

LOYD #116
A Kf1
B Kd1
C Ka8 (Be4#)

LOYD #117
A Kh8
B Kf8
C Kd8 (f8=Q#)
(or f8=R#)

LOYD #118
A Kh8
B Kd8
C Kh6 (Bf4#)

LOYD #119
A Kc1
B Ka2
C Ke3 (e8=Q#)
(or e8=R#)

LOYD #120
A Ka6
B Ke1
C Kc8 (Rc6#)

LOYD #121
A Kc8
B Ka8
C Kh1 (Kf2#)

LOYD #122
A Ke4
B Ke2
C Kh3 (Rf3#)

LOYD #123
A Ka6
B Ka8
C Kf6 (Qg7#)

LOYD #124
A Kh3
B Kg1
C Kc1 (Qa1#)

LOYD #125
A Kd4
B Kf5
C Ka4 (Qb4#)

LOYD #126
A Kc1
B Ka2
C Kh1 (Kf2#)

LOYD #127
A Kf1
B Kd1
C Ka3 (Ra2#)

LOYD #128
A Kh4
B Kf4
C Ke1 (Rh1#)

LOYD #129
A Kc1
B Ka1
C Ka5 (Bc7#)

LOYD #130
A Kf5
B Kh5
C Kd5 (Rd6#)

LOYD #131
A Ka1
B Kc2
C Kd5 (Qd6#)

LOYD #132
A Ke5
B Kc5
C Kh1 (Qh3#)

LOYD #133
A Kg1
B Ka7
C Kg8 (Qg6#)

LOYD #134
A Ke3
B Ka5
C Ke8 (Qc8#)

LOYD #135
A Ka3
B Kc3
C Ke3 (Re2#)

LOYD #136
A Kf8
B Kd1
C Kf6 (Rc6#)

LOYD #137
A Kd6
B Kh8
C Kh4 (Rh7#)

LOYD #138
A Kf8
B Kh8
C Kd3 (Rd8#)

LOYD #139
A Ke5
B Kc5
C Kh4 (Bd8#)

LOYD #140
A Kd1
B Kb8
C Kd7 (f8=N#)

LOYD #141
A Ka6
B Ka8
C Kc8 (a8=Q#)
(or a8=R#)

LOYD #142
A Kh8
B Ke6
C Kd8 (b8=Q#)

LOYD #143
A Kd4
B Kc7
C Ke6 (Qg8#)

LOYD #144
A Ke8
B Kd1
C Kd5 (Bf7#)

LOYD #145
A Kh4
B Ke1
C Ke8 (Bh5#)

LOYD #146
A Kd1
B Kh2
C Kf4 (Rgf1#)

LOYD #147
A Kc4
B Kc2
C Ka8 (Bf3#)

LOYD #148
A Kh6
B Kg1
C Kc1 (Qa1#)

LOYD #149
A Kd5
B Kd1
C Kh1 (Rg4#)

LOYD #150
A Kd5
B Ka8
C Kf3 (Be2#)

LOYD #151
A Kc8
B Kf2
C Kg4 (Bd7#)

LOYD #152
A Ka2
B Ka8
C Kd3 (0-0-0#)

LOYD #153
page 306
A Ke3
B Kb6
C Kg5 (Nf7#)
[31 pieces!]

LILY'S PUZZLERS RETRO

SPECIAL NOTATION.

The solutions for retro problems use a longer notation which shows the square a piece moves from, the square it moves to, and if there is a capture, which type of piece is taken.

1.Rd7>d8+ Ke8-f7 2.Qh6xf6(N)# This example shows three moves.

a. A white rook moves from d7 to d8 with check. The **symbol >** means the move could have been a capture, but perhaps not.
b. The black king moves from e8 to f7.
c. A white queen moves from h6 and captures a black knight on f6, giving checkmate. The letter in **parentheses** after a move shows which kind of piece was captured.

RETRO #13 page 35

❶ 1...Bb4>a3+ 2.Bd4-b2+

Black is in check, so the last move had to be by white.

It was not a move by the white rook to d1 because the rook could only get there from another square on the d-file, and the black king would already be in check. So the last move had to be a discovered check.

It was not 2.Kd2-c1+ because the white king would be in an impossible double check on d2 from the queen at f2 and knight at e4.

The only other possible discovered check is 2.Bd4-b2+. This move was not a capture because black is only missing a light square bishop and b2 is a dark square.

Since 2.Bd4-b2+ was not a capture, the white king was in check by the bishop at a3. So the previous black move had to be 1...Bb4>a3+. This move could have been a capture, or not.

❷ 1...Nd6>e4+ 2.Kd2-c1+

All four problems on this page are similar. Black is in check and the last move had to be a discovered check by white.

It was not the capture 2.d2xc3+ because black is only missing a light square bishop and c3 is a dark square.

So it had to be 2.Kd2-c1+. This was not a capture because c1 is a dark square.

On d2, the white king was in check by the knight on e4, so the previous move by black had to be 1...Nd6>e4+. The knight could only come from d6 since the other squares it might have moved from are occupied. This move could have been a capture, or not.

❸ 1...Rd3>c3+ 2.d2xc3(R)+

Black is in check and the last move had to be a discovered check by white.

The only possible discovered check was a capture on c3. Black is only missing a rook and a light square bishop, so the pawn must have taken the rook since c3 is a dark square.

A black rook on c3 would be checking the white king, so the previous black move had to be 1...Rd3>c3+. The rook could only come from d3. This move could have been a capture, or not.

❹ 1...Nd2>e4+ 2.Nd5-e3+

Black is in check and the last move had to be a discovered check by white.

The last move was not a discovered check by the capture 2.d2xc3+ because black is only missing a light square bishop and c3 is a dark square.

The only other possible discovered check is 2.Nd5-e3+. This move was not a capture because e3 is a dark square.

Since 2.Nd5-e3+ was not a capture, the white king was in check by the bishop at f4. However, the previous black move was not by the bishop since it could only get there from d2 or e3, and the white king would already be in check. So the previous black move had to be a discovered check, and the only possibility is 1...Nd2>e4+. This move could have been a capture, or not.

Retro puzzles 1 to 12 and proof games 1 to 16 were in volume 1.

RETRO #14 page 47

17 1.f4 e5 2.f5 Bc5 3.f6 Qxf6 4.Nc3 Qf2#

18 1.Nf3 Nc6 2.Ne5 Nxe5 3.d3 Nxd3+ 4.exd3 e5

19 1.Nh3 d5 2.Nf4 Qd6 3.Nxd5 Qf6 4.Nxf6+ Nxf6

20 1.d4 Nh6 2.Bxh6 Na6 3.Bc1 Nc5 4.e3 Ne4

More proof games, ☞ 103, 153, 195, 225, 299.

RETRO #15 page 67

❶ 1...f2-f1=B+ 2.Kg2-f2+

Black is in check, so the last move had to be by white. It was not a move by the white bishop to h1 because the bishop could only get there from f3 or g2, and the black king would already be in check. So the last move had to be the discovered check 2.Kg2-f2+.

The white king would have been in check on g2 from the black bishop. The only way the bishop could get to f1 (with e2 and g2 occupied) is the pawn promotion 1...f2-f1=B+.

[S. Stambuk 1951]

❷ 1...Rg2-g1+ 2.Nf3xg1(R)#

All five problems are similar. Black is in check from a bishop on h1, so the last move had to be a discovered check by white.

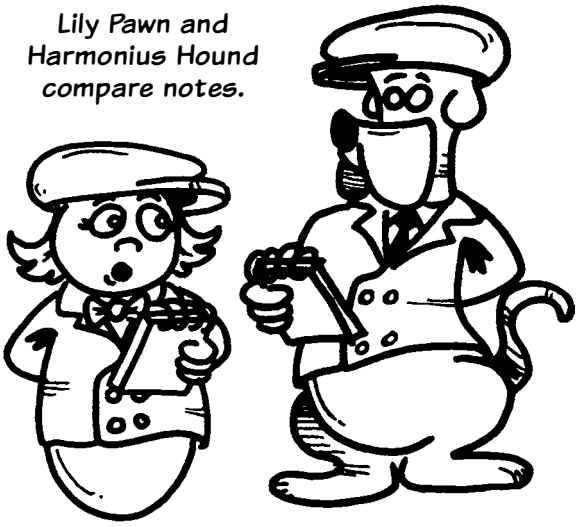
It was not 2.g2xh3+ because there is no way a white bishop could be on h1 if there is a white pawn on g2.

So the last move was either 2.Kg2xf1# or 2.Nf3xg1#. The move had to be a capture, because otherwise black would not have a legal move on the previous turn.

Black's previous move was not 1...Kb8-a8 because the king would be in an impossible double check on b8 from the queen at b5 and bishop at g3. It was not 1...Kb7-a8 because the king would be in an impossible double check on b7 from the queen at b5 and pawn at a6. So the previous move had to be by a piece that gets captured by white on f1 or g1.

If the white king were on g2, there is no way that a black piece could move to f1, so the move 2.Kg2xf1# is impossible. (A black knight from e3 would be checking the king.)

If the white knight is on f3, then black could move a piece from g2 to g1. A black pawn or queen would be checking the white king from g2, so it had to be a black rook that moved to g1. This move was not a capture because white has 15 pieces on the board, and the only missing piece is a bishop that was taken on c1. Since there are pawns on b2 and d2, the bishop on g3 must be a promoted pawn.



❸ 1...Rb5>b6+ 2.Kc6xb6(R)+

The last move had to be the discovered check 2.Kc6>b6+.

On c6, the white king was in check from the bishop on a4. The previous black move was not by the bishop because it could only get to a4 from b5, and the white king would already be in check. So the previous black move had to be a discovered check, by a black piece that was then captured on b6. The only possibility is 1...Rb5>b6+. This move could have been a capture, or not.

[B. Pavlovic 1950]

❹ 1...Bb6>c7+ 2.Kc6xc7(B)+

The last move had to be the discovered check 2.Kc6>c7+.

On c6, the white king was in check from the rook on a6. The previous black move was not by the rook because it could only get to a6 from b6, and the white king would already be in check. So the previous black move had to be a discovered check, by a black piece that was then captured on c7. The only possibility is 1...Bb6>c7+. This move could have been a capture, or not.

[B. Pavlovic 1950]

❺ 1...Nd7>b6+ 2.Kc6xb6(N)+

The last move had to be the discovered check 2.Kc6>b6+.

On c6, the white king was in check from the bishop on e8. The previous black move was not by the bishop because it could only get to e8 from d7, and the white king would already be in check. So the previous black move had to be a discovered check, by a black piece that was then captured on b6. The only possibility is 1...Nd7>b6+. This move could have been a capture, or not.

RETRO #16 page 85

❶ 1.N>a3 Kb4xa3(N)

The last move was made by black since the only possible white move is Kb1-a1, which is illegal because the white king would be in an impossible double check on b1.

The only possible black move was ...Kb4xa3. It had to be a capture, otherwise white had no legal move on the previous turn.

The previous white move had to be by a piece that was then captured on a3. With the black king on b4, the only piece that could move to a3 is a knight, from b1, b5, or c4. That move could be a capture, or not.

[V.Onitiu, H.August, O.Brennert, T.Dawson, N.Hoeg 1924]

❷ 1...Rb1>a1+ 2.Nb3xa1(R)+

Black is in check, so the last move was 2.Nb3>a1+. This move had to be a capture because otherwise black had no legal move on the previous turn.

With a white knight on b3, the previous black move could not be 1...Kd2-c2 or 1...Kd3-c2 because the king would be in an impossible double check on d2 or d3. It could not be 1...Kc3-c2 because the king would be in check on c3 from an unmoved pawn.

So the previous black move had to be by a piece that was then captured on a1. The only possible legal move to a1 by black was 1...Rb1>a1+. This move could have been a capture, or not. It was not 1...Qb1>a1+ since the white king would already be in check.

[M.Slezinger, B.Slipcevic, L.Ceriani, R.Buljan, S.Stambuk, V.Bartolovic, J.Mortensen 1951. Position is "reflected".]

❸ 1...b3xa2 2.Bb1xa2(p)+

Black is in check.The last move by white was not with the rook to a1 because it could only get there from b1, and the king would already be in check. So the last move had to be the discovered check 2.Bb1>a2+. It had to be a capture, otherwise black had no legal move on the previous turn.

With a white bishop on b1, the previous move could not be 1...Kd1-c1 or 1...Kc2-c1 as the king would be in an impossible double check on d1 or c2. So the black move had to be by a piece that was then captured on a2. It was not a bishop or queen because they would have to come from b3 or c4, and the white king would be in check with black to play. For the same reason, it was not a knight from b4 or c3. The only other piece that could move to a2 is a pawn, which captured from b3. [S.Stambuk 1951]

RETRO #17 page 103

21 1.e3 h5 2.Qxh5 Nh6 3.Qxh6 Rg8 4.Qh8 Rxh8

22 1.e4 Nf6 2.Qh5 Nxe4 3.Qxh7 Nf6 4.Qg8 Nxg8

[A. Buchanan 2004]

23 1.e3 d6 2.Qh5 Nd7 3.Qxh7 Ndf6 4.Qxg8 Nxg8

More proof games, ☞ 47,153,195, 225, 299.

RETRO #18 page 123

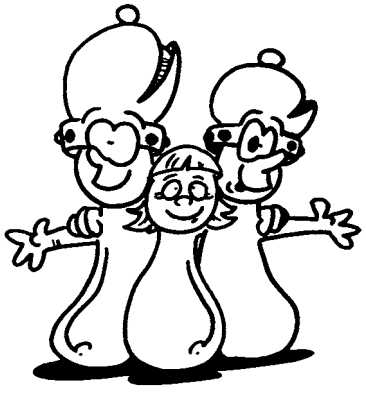
❶ 1.a7-a8=B+ Kb7>c7 2.d7-d8=B+

Black is in check from a bishop on d8, but there is no way the bishop could have moved there last turn. The last move had to be the pawn promotion 2.d7-d8=B+.

With a white pawn on d7, the previous move by black was not 1...Kd8-c7 or 1...Kc8-c7 because the king would be in an impossible double check on d8 or c8. So the last move had to be 1...Kb7>c7. This move could have been a capture, or not.

With a white pawn on d7 and black king on b7, the previous move by white was a check by the bishop on a8. This could only happen after the pawn promotion 1.a7-a8=B+.

Two B's or not two B's, that is the question!



❷ 1.f7xe8=R+ Ke6>d6 2.c7-c8=N#

Black is in double check from a bishop at b8 and a knight at c8. The only way this double check could happen is a pawn promotion, so the last move was 2.c7-c8=N+.

With a white pawn on c7, the previous move by black was not 1...Kc6-d6, 1...Kd5-d6 or 1...Ke5-e6 because the king would be in an impossible double check on c6, d5, or e5. So the previous move had to be 1...Ke6>d6. This move could have been a capture, or not.

With a white pawn on d7 and black king on e6, black is in a double check from the rook at e8 and bishop at g8. The only way this double check could happen is a pawn promotion, so the previous move by white was 1.f7xe8=R+.

❸ 1.e7-e8=N+ Kf6>e6 2.f7-f8=N#

Black is in double check from a knight at f8 and a queen at g8. The only way this double check could happen is a pawn promotion, so the last move was 2.f7-f8=N#.

With a white pawn on f7, the previous move by black was not 1...Kd7-e6 or 1...Ke7-e6 as the king would be in an impossible double check on d7 or e7. It was not 1...Kd6-e6 since the king would be in triple check on d6. So the previous move had to be 1...Kf6>e6. This move could have been a capture, or not.

With a white pawn on f7 and black king on f6, black is in a double check from the queen at d8 and knight at e8. The only way this could happen is a pawn promotion, so the previous move by white was 1.e7-e8=N+.

❹ 1.d7xc8=Q+ Kc6>d6 2.e4-e5#

Black is in check from a pawn at e5, so the last move was 2.e4-e5# because the pawn could not capture on e5 from d4 or f4 since those squares are occupied.

With a white pawn on e4, the previous move by black was not 1...Kc5-d6, 1...Kd5-d6, or 1...Ke5-d6 because the king would be in an impossible double check on c5, d5, or e5. It was not 1...Ke6-d6 because the king would be in a triple check on e6. So the previous move had to be 1...Kc6>d6. This move could have been a capture, or not.

With the black king on c6, black is in a double check from the queens at c8 and e8. The only way this double check could happen is a pawn promotion, so the previous move by white was 1.d7xc8=Q+.

❺ 1.Ng3-h1+ Kh2xh1(N) 2.a7-a8=B#

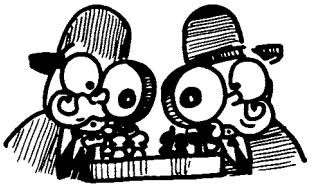
Black is in check from the bishop at a8. The last move was not by the bishop to a8 because it could only get there from along the long diagonal, and the black king would already be in check.

The last move was not a discovered check by 2.b7-b8=B+ because white could not have 6 pawns on the b-file. Six b-pawns, including one on b7, would require 11 captures. Black is missing 11 pieces, but the bishop that started on f8 was captured on f8 because it could not get past the e7 and g7 pawns. So only 10 captures could be made by white pawns.

For the same reason, the last move was not the capture 2.b7xa8=B#. That means that the last move had to be 2.a7-a8=B#.

The previous move by black had to be 1...Kh2>h1. On h2, he would be in check from the bishop on b8. But the previous move by white was not by the bishop since it could only get to b8 from along the b8-h2 diagonal, and the black king would already be in check. It did not come from a7 because there was a white pawn there then. The previous move was not 1.c7xb8=B+ or 1.b7-b8=B+ because too many captures would be required for white to have a pawn on c7 or b7 (and a7). So the last move had to be a discovered check. And the piece that moved to give the discovered check had to be captured on h1. So the two previous moves were 1.Ng3-h1+ Kh2xh1(N).

Strange but true! Another case solved.



RETRO #19 page 142

❶ 1.Ng5>f7+ Ke5-f4 2.d2-d3#

Black is in check from the bishop at c1. But the last move was not by the bishop because it could only come from d2 or e3, and the black king would already be in check. The last move had to be the discovered check 2.d2-d3+.

The previous move by black was not a king move from g4, g5, or f5 because he would be in an impossible double check on those squares. The previous move had to be 1...Ke5-f4. This move was not a capture because all 16 white pieces are still on the board.

On e5, the black king was in a double check, which means the previous move by white had to be 1.Ng5>f7+.

❷ 1...Nc3-b1 2.Nd2xb1(N)#

As in the first position, the last move had to be a discovered check by white. It was not 2.d2-d3 because there is not a legal previous move for black. The black king could not move from g4, g5, or f5 because he would be in an impossible double check on those squares. So the last move had to be the other possible discovered check 2.Nd2>b1+.

With a white knight on d2, there is still no legal move for the black king on the previous turn. So the black move had to be by a piece that got captured by the white knight on b1. The only possibility is 1...Nc3-b1.

❸ 1...Re3-e1 2.Kd2xe1(R)#

As in the other positions, the last move had to be a discovered check by white. It was not 2.d2-d3 because there is not a legal previous move for black. The black e-pawn has never moved and the black king could not move from g4, g5, or f5 because he would be in an impossible double check on those squares. So the last move had to be the other possible discovered check 2.Kd2>e1#.

With the white king on d2, there is still no legal move for the black king on the previous turn. So the black move had to be by a piece that got captured by the white king on e1.

A black knight did not move to e1 because it could only come from f3, and the white king would be in check (with black to move). A black queen did not move to e1 because it could only move from d1, e2, or e3, and the white king would already be in check. A black pawn did not move from e2 to e1 because the only black pawn that could get to e2 without making a capture is the e-pawn and it is still on e7. No other pawn could make a capture to reach the e-file because all 16 white pieces are on the board. So the only possibility is 1...Re3-e1 2.Kd2xe1(R)#.

RETRO #20 page 153

24 1.e3 e5 2.Qf3 Qf6 3.Qxf6 Nxf6 4.e4 Ng8

25 1.d4 e6 2.Bh6 Qg5 3.Qc1 Qxc1 4.Bxc1 e5

26 1.d4 d5 2.Qd3 Bg4 (*or 2...Bh3*) 3.Qf5 Qc8 4.Qxc8 Bxc8

A proper "proof game" has a unique sequence of moves. Puzzle 26 is flawed because black has two possible 2nd moves. However, it does fit well with the other two puzzles.

More proof games, ☞ 47, 103, 195, 225, 299.

RETRO #21 page 165

❶ White: Kg8 Qh8 Black: Kh6 Bg7
1.h7-h8=Q#

The queen on h8 is "attacking" both kings, so the last move was a check by her.

The queen did not move from h7 because from there she would already be checking both kings. The only possibility for a legal check is a pawn promotion on h8, which means the queen is white.

A white pawn on h7 would be attacking g8, so the king on g8 cannot be black, otherwise it would already be in check before the pawn promotes. So the king on g8 is white and the king on h6 is black.

The bishop on g7 must be black or else the black king on h6 would be in an impossible double check. [H. Nouguier 1986]

❷ White: Kh1 Qh2 g3 Black: Kf2 Nh3
1.g2-g3+

The queen on h2 is "attacking" both kings, so the last move was a check by her. The queen did not move from g1 or g2 because from there she would already be checking both kings. The only possibility for a legal check is a discovered check by 1.g2-g3+, which means the pawn, queen and king on h1 are white, and the king on f2 is black.

The knight cannot be white, or else the black king on h2 would be in an impossible double check from the queen and knight.
[A. Frolkin & A. Kornilov 1989]

❸ White: Kh8 Qh7 Rg8 Ng6 Black: Kf7 Nh6
1.g7-g8=R+

The queen on h7 is "attacking" both kings, so the last move was a check by her.

The queen did not move from g7 because from there she would already be checking both kings. The only possibility for a legal move is a discovered check, which means the queen on h7 and king on f7 are opposite colours. The only piece on the board that could have moved from g7 last turn is the rook, but on g7 it would already be checking the king at f7. So the last move had to be the pawn promotion g7-g8=R+. This means the rook, queen, and king on h8 are white.

The knight on h6 must be black, or else the black king on f7 would be in an impossible double check. The knight on g6 must be white or else both kings would be in check.
[A. Frolkin & A. Kornilov 1989]

❹ White: Kg3 Qh2 Rg2 Rg4 Rf3 Bf2 Nf1 Nh5
Black: Kh1 Rg1
1...h3-h2 2.Qh4xh2(p)#

The queen on h2 is "attacking" both kings, so the last move was a check by her. It was not a discovered check because the queen stands next to both kings.

The queen could only move to h2 from h3 or h4. On those squares, she would already be checking a king on g3. This means that the king on h1 is the opposite colour of the queen, and that the last move was 2.Qxh2+, checking the king on h1. It had to be a capture or the king would already be in check.

The king on g3 and queen are the same colour. Any other piece which is attacking g3 is also that same colour, otherwise both kings would be in check.

The only piece not attacking g3 is the rook on g1. This rook must be the same colour as the king on h1, or else the king on h1 would be in an impossible double check.

Because the rook on g1 and king on h1 had no possible moves last turn, the previous move by that side had to be by a piece that was then captured on h2. The only way this could happen is if a piece moved from h3 to h2, and then a queen from h4 captured it on h2. It was not a rook or queen that moved from h3 to h2 because it would be checking the king on g3 before it moved. The only other possibility is a pawn move. Only a black pawn can move from h3-h2, so the king on h1 and rook on g1 are also black. The other pieces are white and the last two moves were 1...h3-h2 2.Qh4xh2#. [A.Frolkin & A.Kornilov 1989]

RETRO #22 page 177

❶ 1.Rg2>h2+ Kh1>g1 2.O-O-O#

Black is in check from the rook on d1. The last move was not a move by the rook to d1 because the rook could only get there from e1 or f1, and the black king would already be in check. No discovered checks were possible, so the last move had to be 2.O-O-O#.

With the white king on e1 and rook on a1, the previous move by black could not be 1...Kg2-g1 because the king would be in a triple check on g2. So the black move had to be 1...Kh1>g1.

On h1, the black king would be in a double check by the bishop at d5 and rook at h2, so the previous move by white was 1.Rg2>h2+.

❷ 1.f2xg3+ Kf4>g4 2.h2-h3#

Black is in check by the pawn on h3, so the last move had to be 2.h2-h3#, since a capture from g2 is impossible.

On the previous turn, the black king did not move from f5, g5, or h5 because he would be in an impossible double check on those squares. The black move had to be 1...Kf4>g4.

On f4, the black king would have been in a double check by the rook at f1 and pawn at g3. So the previous move by white was 1.f2xg3+.

❸ 1.Bg4-h3+ Kg2-f3 2.O-O+

Black is in check by the rook on f1.

The last move was not 2.f2xe3+ because there was no black piece to capture on e3. Besides the king, only 3 black pieces could have escaped from behind the black row of pawns (2N + Q). These were captured earlier by white pawns on b3, c3, and either h3 or h4.

The last move was not 1.Rf1+ because there is not a legal previous move for black. The black king could not move from e4, f4, or g4 on the previous turn because he would be in an impossible double check on those squares. A black piece did not move to f1 followed by 2.Rxf1+ because all the black pieces that escaped from behind the pawns were already captured, as explained above. So the last move had to be 2.O-O+.

With the white king on e1 and rook on h1, the previous move by black was not a king move from e4, f4, or g4 because he would be in an impossible double check on those squares. The black move had to be 1...Kg2-f3.

On g2, he was in check by the bishop at h3, so the previous white move was 1.Bg4-h3+

RETRO #23 page 195

27 1.e4 c6 2.Qh5 Qa5 3.Qxa5 d5 4.Qxd5 cxd5

28 1.Nc3 d5 2.Nxd5 Kd7 3.Nxc7 Qe8 4.Nxe8 Kxe8 [A.Buchanan 2004]

29 1.e3 c6 2.Qg4 Qc7 3.Qxd7+ Qxd7 4.e4 Qg4

More proof games, ☞ 47, 103, 153, 225, 299.

RETRO #24 page 205

❶ 1...Be6>g8 2.f6-f7+ e7-e5 3.f5xe6# e.p.

The position before these moves was:
White: Kh5 Ba1 d5 f5 f6 g5 h6
Black: Kh8 Be6 e7 h7

Black is in check from the bishop on a1, so the last move had to be a discovered check.

It was not 3.d4-d5# or 3.e5-e6# because there is not a legal previous move for black.

It was not 3.f6-f7# for the same reason. The previous black move could not be 2...Bf7-g8 because the white king would be in check if the bishop were on f7. And it could not be 2...Kg7-h8 because on g7, the king would be in an impossible check from the pawn on h6.

The surprising solution is a discovered check by the en passant capture 3.f5xe6#! That means the previous black move was 2...e7-e5.

With a white pawn on f5 (not e6) and a black pawn on e7, then a discovered check on the previous turn is possible by 2.f6-f7+ because black could have played 1...Be6>g8 on the turn before.

❷ 1.Re4>e1+ d7-d5 2.c5xd6+ e.p. Kc6xd6 3.e7-e8=N#

The position before these moves was:
White: Kc8 Qc4 Re4 Nd3 Bf8 Bh1 c5 e7
Black: Kc6 d7

Black is in double check by the knight at e8 and bishop at f8. This double check is only possible by the pawn promotion 3.e7-e8=N+.

On the previous turn, with a white pawn on e7, the black king did not move to d6 from c5, d5, e5, or e6 because he would be in an impossible double check on those squares.

It appears that the black king would also be in an impossible double check on c6, but this is not true. An en passant capture is the "missing piece" of the puzzle! Black's last move was 2...Kc6xd6, capturing the white pawn that just took en passant from c5. This means that the two previous moves were 1...d7-d5 2.c5xd6+ e.p.

Going back one more step, there are white pawns on c5 and e7, a black pawn on d7, and the black king on c6. In that position, the black king is in check from the bishop on h1. So the previous move by white had to be the discovered check 1.Re4>e1+.

Perhaps your work on this problem will help you solve our next case.

❸ 1...Bb8.>a7+ 2.d2-d4 e4xd3+ e.p. 3.Ke3xd3+ g7-g5 4.h5xg6+ e.p.

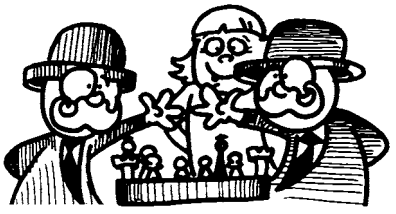
The position before these moves was:
White: Ke3 Rh1 Bc1 d2 h5
Black: Kh6 Qb4 Rb2 Re8 Ba7 e4 g7

The black king is in double check from the rook on h1 and bishop on c1. This looks impossible, but again, it can be explained by the mysteries of en passant. The last two moves had to be 3...g7-g5 4.h5xg6+ e.p.

With a white pawn on h5 and a black pawn on g7, black is in check from the bishop at c1. The previous move was not by the bishop as it could only get to c1 from the c1-h6 diagonal, where it would already be checking. There had to be a discovered check. It wasn't 3.Kd2>d3+ since the king would be in an impossible double check on d2. That only leaves 3.Ke3>d3+.

On e3, the white king stands in a seemingly impossible double check. By now, you know the explanation: another en passant capture! The double check could only arise after the moves 2.d2-d4 e4xd3+ e.p. Then white captures the black pawn by 3.Ke3xd3+.

One more step backward to go. With the white king on e3, a white pawn on d2, and a black pawn on e4, white is in check from the bishop at a7. It did not come from b6, c5, or d4 because then the white king would already be in check. So the previous move by black was 1...Bb8>a7+.



RETRO #25 page 217

❶ 1...Rh7>h8 2.Qh6xh8(R)#

Black is in check from the queen on h8. The last move could not be 2.Qh7>h8# because the black king would already be in check. It could not be 2.h7-h8=Q# either, because the pawn on h7 would already be checking the black king. So the last move had to be 2.Qh6>h8#.

With the queen on h6, the black king has no legal previous move. He could not come from f8 or h8 because he would be in an impossible double check. So the previous move had to be by a piece that was then captured on h8. The only possibility is 1...Rh7>h8 2.Qh6xh8(R)#.

[J.Niemann, L.Ceriani, S.Stambuk 1951. The diagram position is "reflected" (switched left to right).]

❷ 1...Ng6xf8 2.g7xf8(N)=N#

Black is in double check by the queen at f7 and knight at f8. This double check could only happen with the pawn promotion 2.g7xf8=N#.

With a white pawn on g7, and some kind of black piece on f8, the only piece that could have moved on the previous turn was the one on f8. It was not 1...Kg6-h7 because the king would be in an impossible double check on g6.

The black piece that moved to f8 was not a bishop or queen from e7, or a rook or queen from e8, or a knight from e6, as they would be checking the white king from those squares. The previous move had to be 1...Ng6xf8. This move must be a capture or else white was in check from the rook on g8 (with black to play).

❸ 1...Bg7-h8 2.Nf5-g7 Bh8xg7(N)
3.Rg8-h8 Bg7xh8(R)

The position before these moves was:

White: Kh7 Nf5 Rg8 Rh6
Black: Kf7 Re7 Rf8 Be8 Bg7 d7 e6 f6 g6 h5

A very weird position indeed! There is no legal last move for white. The white king did not just move to h7 from g7 or h7 because the two kings would be next to each other. So the last move had to be by black.

The last move was not 3...g7xf6 or 3...g7-g6 because with a black pawn on g7, there could not be a black bishop on h8.

It is trickier to show that the last move was not 3...Rg8xf8. That move would have to be a capture because otherwise white would not have a legal move on the previous turn. The white move before 3...Rg8xf8 would have to be either 3.g7xf8 or 3.Bg7-f8, and the black move before that 2...Rf8-g8. However, in that position, with black rook on f8 and white bishop or pawn on g7, there is no possible previous move for white.

So the last move had to be 3...Bg7xh8. This move must be a capture or else there is no legal move for white on the previous turn.

Since the white king and rook on h6 could not have moved on the previous turn, the white move had to be by a piece that moved to h8 and was then captured by the black bishop. The only possibility is 3.Rg8-h8. This move could not be a capture because that would mean that on the previous turn all the squares inside the black "wall of pawns" were occupied (white Rg8, Rh6, Kh7; black Rf8, Bg7, and something on h8). This totally locked formation is impossible because there is no earlier move that could have allowed the last piece to get inside the "wall".

So the position two moves ago was a white rook on g8, a black bishop on g7, and h8 empty. In that position, the only possible previous move for black is 2...Bh8xg7. This move had to be a capture, otherwise there is no legal move for white on the previous turn. 2.Rg7-g8 is impossible because on g7, the rook would be checking the black king.

So the white move before 2...Bh8xg7 had to be by a piece that was then captured on g7. The only possibility is 2.Nf5-g7. This could not be a capture because if there were a black piece on g7, we would have the totally locked and impossible formation discussed above.

One more step backwards, with a white rook on g8, a white knight on f5, and a black bishop on h8, the only possible previous move by black was 1...Bg7-h8.

[A.Buchanan 2007, based on T.Willcocks 1964]

RETRO #26 page 225

30 1.e4 h5 2.Qxh5 e5 3.Qd1 Rxh2 4.Nf3 Rh8

31 1.d4 Nh6 2.Bxh6 gxh6 3.Qd3 h5 4.Qg6 hxg6

32 1.h4 e6 2.Rh3 Qxh4 3.Re3 Qh1
4.Rxe6+ dxe6

More proof games, ☞ 47, 103, 153, 195, 299.

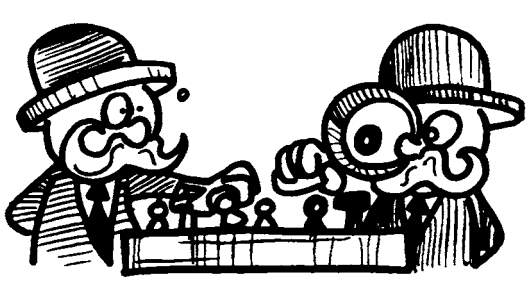
Facts About 4 Move Proof Games.

There are 85 billion possible games (move sequences) with 4 turns by each player. (In case you are interested, the exact number is 84,998,978,956.)

There are one billion possible positions following black's 4th turn. (958,605,819) Most of these positions can be reached by more than one sequence of moves.

There are 12 million positions which can only be reached by a unique sequence of 4 moves. (11,759,158)

[based on computer research by F. Labelle 2004]



PROOF GAMES

EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN. WHAT WERE THE MOVES?

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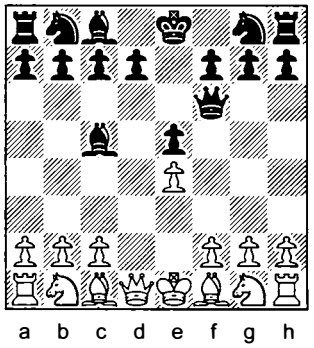

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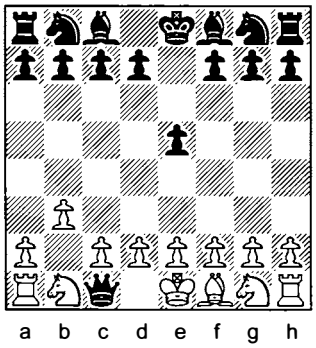

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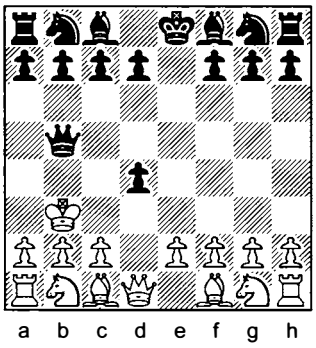

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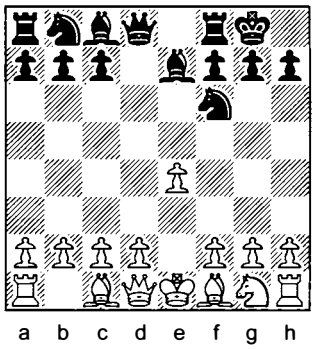

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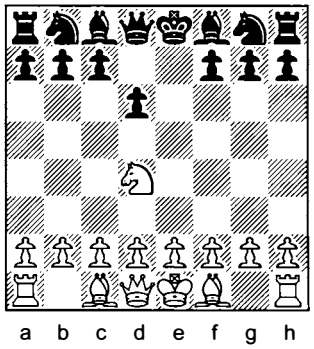

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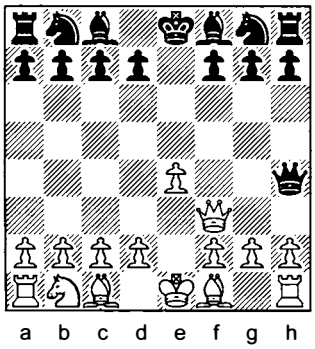

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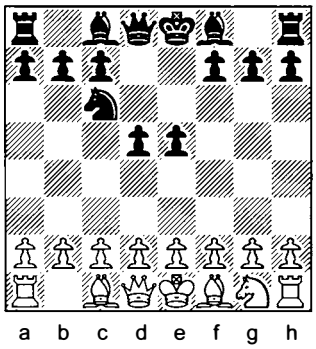

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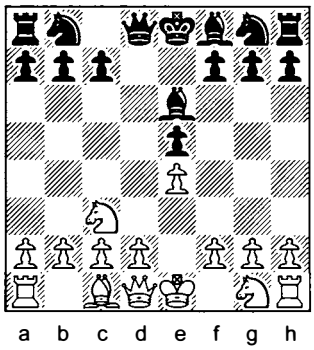

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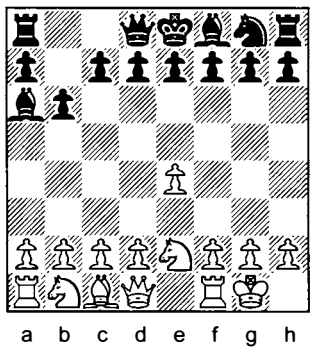

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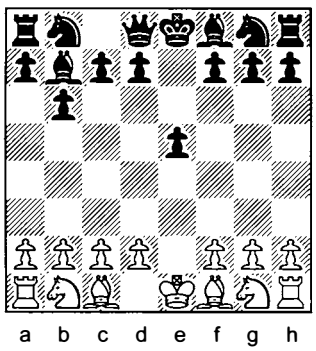

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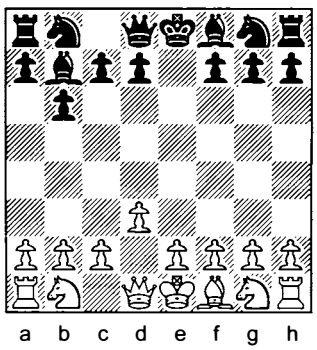

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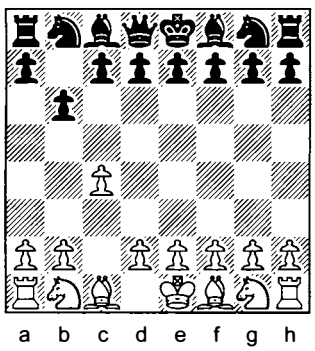

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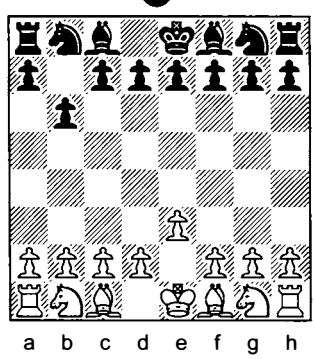

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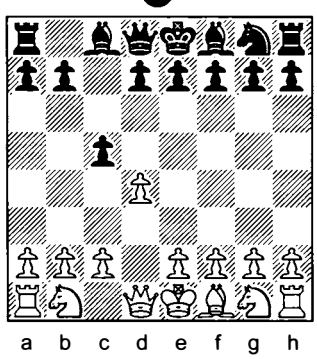

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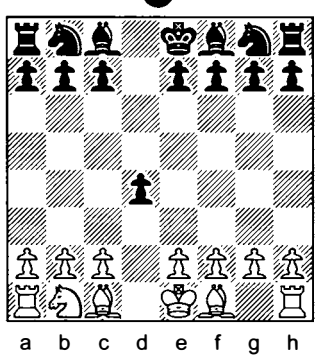

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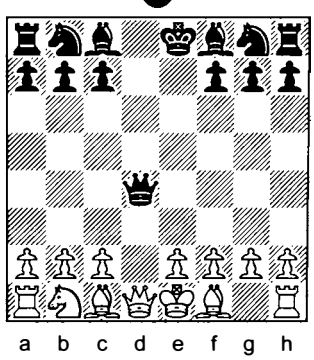

PROOF GAMES

EACH POSITION WAS REACHED AFTER BLACK'S FOURTH TURN. WHAT WERE THE MOVES?

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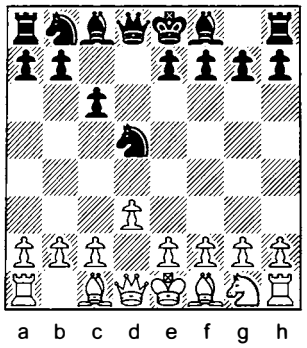

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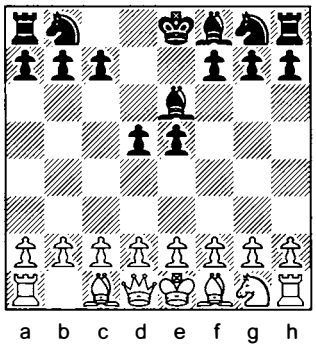

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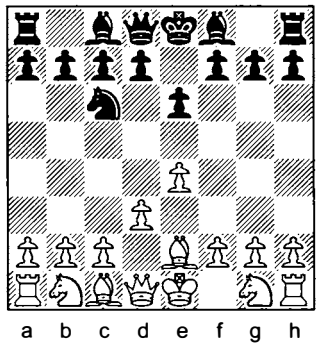

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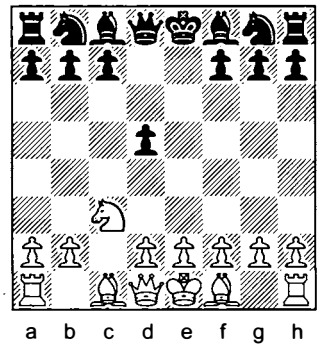

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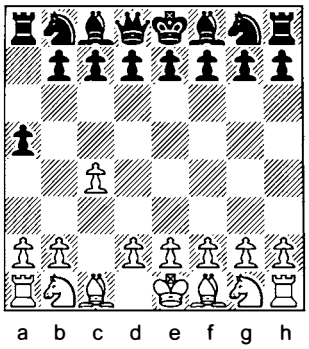

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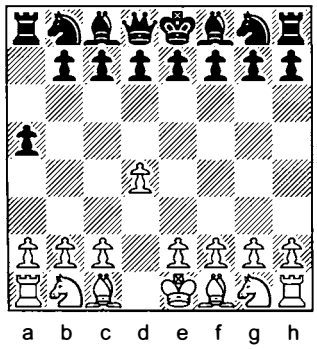

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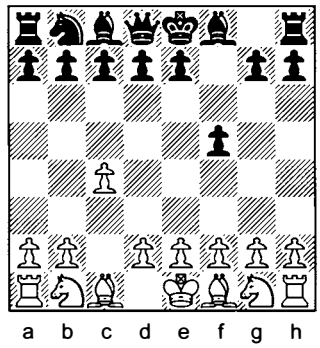

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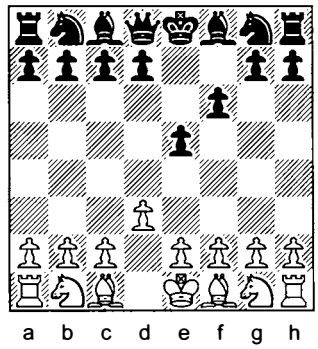

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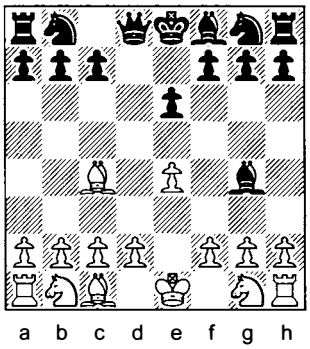

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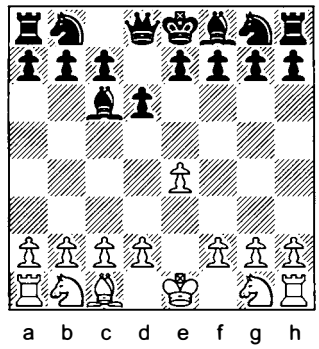

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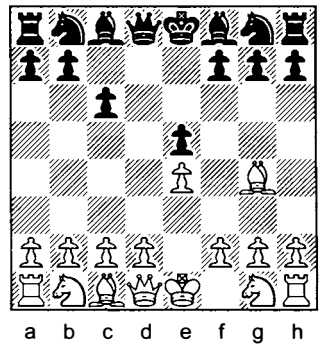

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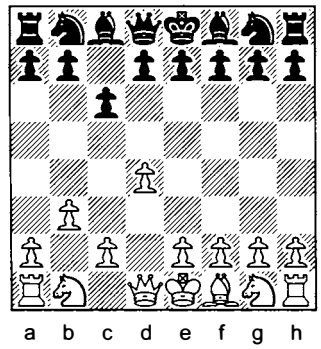

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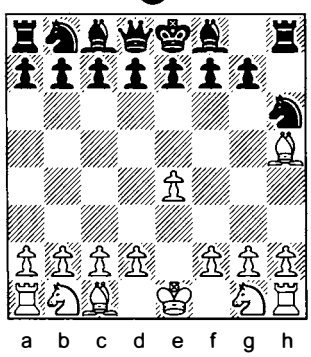

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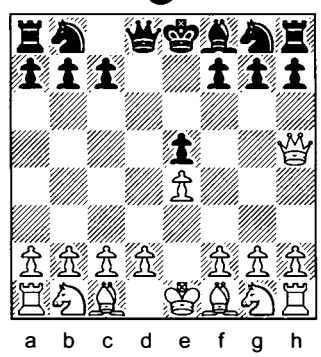

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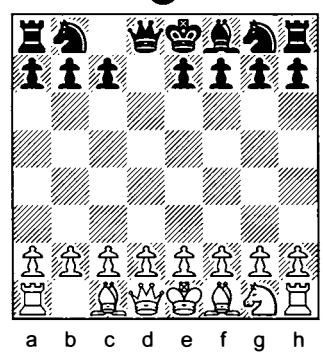

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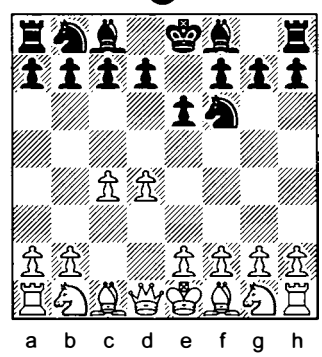


RETRO #27 page 237

1.b7xa8=Q+ Kc6-d7 2.e7xd8=R+ Kd7-e7 3.f7-f8=B+ Ke7-f7 4.h7-h8=N+

The position before these moves was:

White: Ka5 Rh1 Rg6 Ne6 Ne8 a2 b7 c5 c7 e7 f7 g7 h7

Black: Kc6 Ra8* Bb8 Rc8 Qd8* a7 h6

(* *Ra8 and Qd8 could be any black piece.*)

The last move had to be 4.h7-h8=N+ because that is the only way a knight could be checking the black king from h8.

With a white pawn on h7, the previous black move was not 3...Kg8-f7 or 3...Kf6-f7 because the king would be in an impossible check on g8 and in an impossible double check on f6.

So the previous move had to be 3...Ke7-f7. This move was not a capture because on e7, the black king is in check from the bishop on f8, which is only possible by the promotion 3.f7-f8=B+, a move which leaves f7 empty.

With a white pawn on f7, and the black king on e7, the previous move by black was not a king move from d6, f6, or f8 because the king would be in an impossible double check on those squares. So the previous black move had to be 2...Kd7-e7. This move was not a capture because on d7, the king is in check by the rook at d8, which is only possible by the promotion 2.e7xd8=R+, a move which leaves e7 empty.

With a white pawn on e7, black king on d7, and a black piece on d8, the previous move by black was not a king move from d6 since the king would be in an impossible double check on d6. The previous move was not by a black piece that moved to d8 and was then captured, because the only piece that could reach d8 is a knight, and it would have to come from b7 or c6, where it would be checking the white king. So the black move had to be 1...Kc6>d7.

The black king on c6 would be in check from the queen at a8. The queen did not move there from b7 on the previous turn because the black king would already be in check. So the last move had to be the promotion 1.b7xa8=Q+.

In the diagram, there are 4 pawns on the board plus 4 promoted pieces on a8, d8, f8, h8 (one of each kind!). There are also 2 rooks and 2 knights. So the only missing white pieces are a queen and 2 bishops. This means 1...Kc6-d7 was not a capture because a queen or bishop on d7 would place the black king on c6 in an impossible double check.

Were you promoted to chief detective!?

RETRO #28 page 247

❶ 1.Ng1>h3+ Nf4xh3(N)+ 2.f2-f4 g4xf3+ e.p. 3.Kg3xh3(N) f5-f4+ 4.g2-g4+ f4xg3# e.p.

The position before these moves was:

White: Kg3 Ng1 f2 g2 h2

Black: Kh5 Qg5 Bb8 Bc8 Nf4 a7 b7 f5 g4

The white king is in check from the bishop at c8. The last move was not by the bishop to c8 because it could only get there from along the c8-h3 diagonal and the white king would already be in check. So the last move had to be a discovered check, which looks impossible. But it is possible with an en passant capture! The last two moves were 4.g2-g4+ f4xg3# e.p.

The last move was not 4...h4xg3# because, with a white pawn on g2 and black pawn on h4, the white king would be in an impossible check from the bishop at c8.

With a white pawn on g2 and black pawn on f4, the white king is in check from the bishop at c8. This is now possible with a discovered check on the previous turn by 3...f5-f4+.

On the previous turn, with white pawns on g2 and h2, and black pawns on f5 and f3, the only possible white move was 3.Kg3>h3.

But how could the white king on g3 be in a double check from the bishop at b8 and the queen at g5? It seems impossible. Does that sound familiar? Yes, it's an another en passant capture! The two previous moves had to be 2.f2-f4 g4xf3+ e.p.

Now we have gone back to a position with white pawns on f2, g2, h2, and black pawns on f5, g4. The white king on g3 is in check from the bishop at b8. The previous move by black had to be a discovered check. The trick this time is not "en passant". It's a discovered check where the piece that moves gets captured afterwards. It's not easy to see, but the only way this could happen is if there is a black knight on h3. Then the previous move was 1...Nf4>h3+, and white's third move was the capture 3.Kg3xh3(N). Wow!

One move to go. Now the position has white pawns on f2, g2, h2, and king on g3. Black has pawns on f5, g4, and knight on f4. The white king did not move from f3 or h3 on the previous turn because he would be in check from the pawn on g4, which had no possible moves on the previous black turn. So the white move had to be by a piece that was then captured on h3. That could only be a knight from g1! 1.Ng1>h3 could be a capture, or not. Whew!

❷ 1.Nd4>f3+ c7-c5 2.b5xc6+ e.p. Kb6-a6 3.c4-c5+ b7-b5 4.c5xb6+ e.p. Re6-e2+ 5.g2-g4 h4xg3# e.p.

The position before these moves was:

White: Kh3 Qb4 Rc8 Re8 Bf1 Bg1 Nd4 Nh6 b3 b5 c4 g2 g5 h2

Black: Kb6 Re6 Rh5 Na5 Bd7 a7 b7 c7 g7 h7 h4

The white king is in double check from the rook at h5 and bishop at d7. This check could only happen with an en passant capture. The last two moves were 5.g2-g4 h4xg3# e.p.

With a white pawn on g2 and black pawn on h4, the white king is in check from the bishop at d7. The only possible move on the previous turn is the discovered check 4...Re6-e2+. This move was not a capture because there is no white piece to take. White is only missing two pieces (pawns) and they were captured by the black pawn on h4, which needed two captures to get from the f-file to the h-file.

On the previous turn, with a black rook on e6, the black king is in check from the bishop on f1. (The black rook gave a cross check, answering a check with a check!) The bishop check could only happen with a discovery, which looks impossible. Of course, you know the trick by now. It's *en passant*! The previous two moves were 3...b7-b5 4.c5xb6+ e.p.

With a white pawn on c5, and a black pawn on b7, black is in check by the bishop at f1. This check is only possible by 3.c4-c5+.

The position at this point has white pawns on g2 and c4 (not b6), black pawns on b7 and h4 (not g3), and a black rook on e6 (not e2). So what was black's previous move? It was not 2...Re6 because the white king would have been in check from the bishop at d7. It was not 2...Rxe6 either, since there is no white piece to capture, as explained above. That only leaves 2...Kb6-a6.

On b6, the black king is in double check by the queen at b4 and bishop at g1. The only way this could happen is with our old friend *en passant!* The previous two moves had to be 1...c7-c5 2.b5xc6+ e.p.

Now, with white pawns on c4 and b5, and black pawns on b7 and c7, the black king on b6 is in check by the bishop at b1. This check is only possible with the discovery 1.Nd4>f3+, which could be a capture, or not.

Anyone who solved this mysterious case is truly a master detective. Congratulations!

PROOF GAMES pages 299-300

33 1.d4 e5 2.d5 Qf6 3.d6 Bxd6 4.e4 Bc5

34 1.b3 e5 2.Bb2 Qe7 3.Ba3 Qxa3 4.Qc1 Qxc1#

35 1.d4 e5 2.Kd2 Qg5 3.Kc3 exd4+ 4.Kb3 Qb5# [F. Labelle 2003]

36 1.Nc3 d5 2.Nxd5 Nf6 3.Nxe7 Bxe7 4.e4 0-0

37 1.Nc3 e6 2.Nd5 exd5 3.Nf3 d4 4.Nxd4 d6

38 1.Nh3 e5 2.Nf4 exf4 3.e4 f3 4.Qxf3 Qh4

39 1.Nc3 e5 2.Nd5 Ne7 3.Nxe7 d5 4.Nc6 Nxc6

40 1.e4 e6 2.Bb5 e5 3.Bxd7+ Bxd7 4.Nc3 Be6

41 1.e4 Na6 2.Bxa6 b6 3.Ne2 Bb7 4.0-0 Bxa6

42 1.e4 b6 2.Qf3 Bb7 3.Qf6 exf6 4.e5 fxe5

43 1.d3 b6 2.Bg5 Bb7 3.Bxe7 Qc8 4.Bd8 Qxd8

44 1.c3 b6 2.Qa4 Bb7 3.Qa6 Bxa6 4.c4 Bc8

45 1.e3 b6 2.Qf3 Ba6 3.Qb7 Qc8 4.Qxc8+ Bxc8

46 1.d3 c6 2.Bf4 c5 3.Bxb8 Rxb8 4.d4 Ra8

47 1.Nf3 d6 2.Ne5 dxe5 3.d4 Qxd4 4.Qxd4 exd4

48 1.Nf3 e5 2.Nxe5 Qe7 3.Nxd7 Qxd7 4.d4 Qxd4

49 1.Nc3 d5 2.Nxd5 c6 3.Nf6+ Nxf6 4.d3 Nd5

50 1.Nc3 e5 2.Ne4 Qg5 3.Nxg5 d5 4.Ne6 Bxe6

51 1.e4 Na6 2.Bxa6 e6 3.Be2 Ne7 4.d3 Nc6

52 1.Nf3 e5 2.Nd4 exd4 3.c3 (*or 3.c4*) dxc3 4.Nxc3 d5

53 1.c3 a6 2.Qa4 a5 3.Qc6 Nxc6 4.c4 Nb8

54 1.d3 a6 2.Qd2 a5 3.Qh6 Nxh6 4.d4 Ng8

55 1.c3 f6 2.Qb3 f5 3.Qxg8 Rxg8 4.c4 Rh8

56 1.d3 e5 2.Qd2 Ba3 3.Qb4 f6 4.Qf8+ Bxf8 [M. Hoffman 1989]

57 1.e4 d5 2.Qe2 Bg4 3.Qc4 dxc4 4.Bxc4 e6

58 1.e4 d6 2.Qg4 Bxg4 3.Bb5+ Bd7 4.Bc6 Bxc6

59 1.e4 e5 2.Bb5 Ke7 3.Bxd7 c6 4.Bg4 Ke8

60 1.d4 c6 2.Bf4 Qb6 3.Bc7 Qxc7 4.b3 Qd8

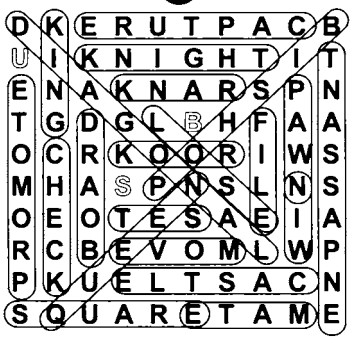
61 1.e4 h5 2.Qxh5 Rxh5 3.Be2 Rh8 4.Bh5 Nh6

62 1.e4 d5 2.Qh5 Bg4 3.Qxd5 Bh5 4.Qxh5 e5

63 1.Nc3 d5 2.Nxd5 Bh3 3.Nxh3 Qxd5 4.Ng1 Qd8 [C. Pacurar 2004]

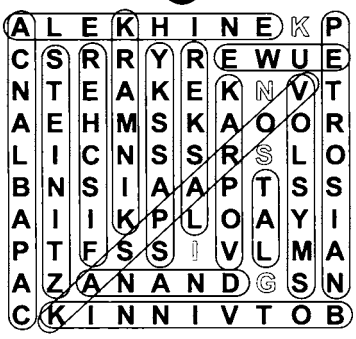
64 1.d4 e6 2.Bh6 Qg5 3.c4 Qc1 4.Bxc1 Nf6

9 **37**



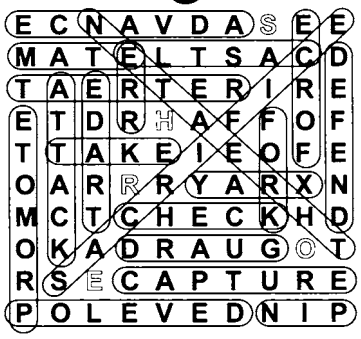
bus

41 **38** ☞ 305



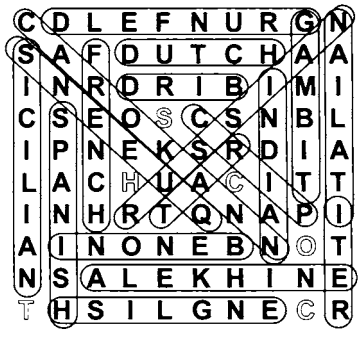
(Los Angeles) Kings

59 **39**



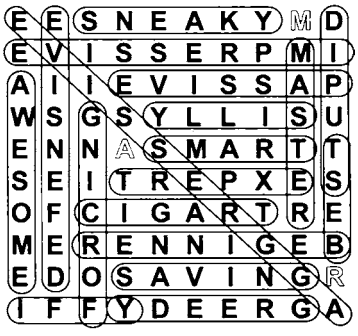
horse

83 **40** ☞ 305



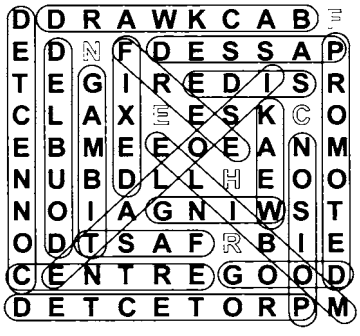
Scotch (butterscotch)

94 **41**



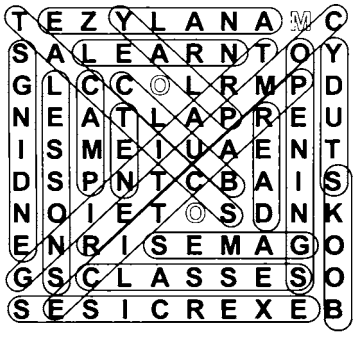
arm

106 **42** ☞ 304



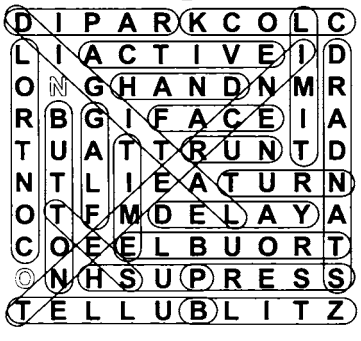
French

118 **43**



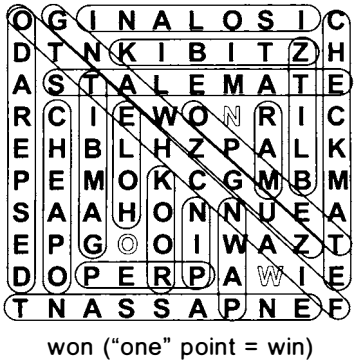
moo

128 **44** ☞ 304



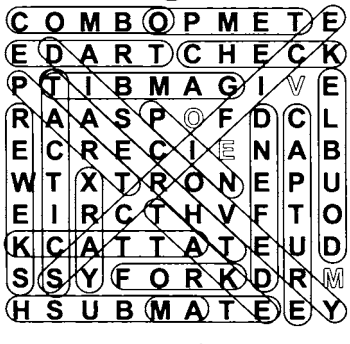
on

142 **45** ☞ 304



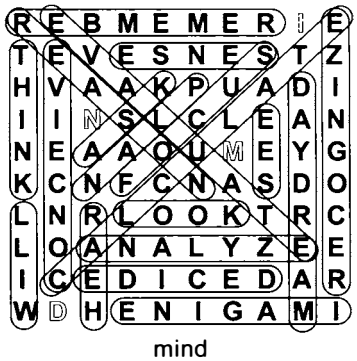
won (“one” point = win)

156 **46**



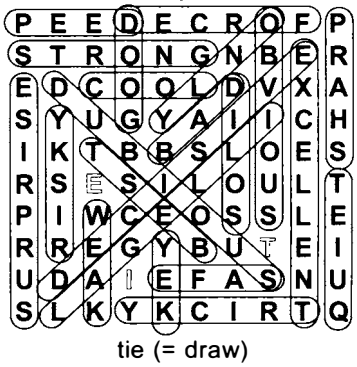
move

171 **47**



mind

186 **48**



tie (= draw)

196 **49**

Y	T	I	N	U	M	M	O	C	A
R	O	R	S	C	H	O	O	L	I
A	U	F	E	E	M	O	H	I	R
R	R	H	R	T	Z	P	N	C	E
B	N	C	O	I	U	T	O	L	T
I	A	A	K	T	E	P	O	U	E
L	M	E	G	R	E	N	M	B	F
L	E	B	N	Y	A	L	D	O	A
A	N	E	C	A	M	P	U	S	C
H	T	N	W	O	T	N	W	O	D

up

210 **50**

R	E	N	N	I	G	E	B	N	L
E	T	I	H	W	G	X	S	O	A
H	I	F	I	S	H	P	S	I	P
S	B	L	A	C	K	E	A	P	U
U	B	U	D	M	R	R	L	M	R
P	A	T	Z	E	R	T	C	A	E
D	R	E	N	I	A	R	B	H	N
O	A	N	I	A	T	P	A	C	N
O	I	D	M	A	S	T	E	R	U
W	G	E	N	I	U	S	T	A	R

GM (snared rat + gm is an anagram of GrandMaster)

GLOSSARY *of terms used in Chess-O-Word puzzles*

active chess	a time control where each player has from 15 to 60 minutes for the game (usually 25 or 30).
ambush	a trap where two pieces are lined up for a discovered check or a discovered attack.
backward pawn	a pawn that is less advanced than the neighbouring pawns of the same colour.
blitz	a time control where each player has less than 15 minutes for the game (usually 3 or 5).
bullet	a time control where each player has less than 3 minutes for the entire game (usually 1 or 2).
cheapo	a simple trap.
combo	short for combination - a series of moves that forces the win of material or checkmate.
connected pawns	two pawns of the same colour that are in contact with each other.
delay	a time control where the clock does not start when the button is pressed until a set amount of time has passed (usually 5 seconds).
desperado	an attacked piece that cannot be saved which takes anything it can before it is captured.
develop	to activate the pieces by moving them off their starting squares on the first rank.
doubled pawns	two pawns of the same colour on the same file.
fast pawn	a passed pawn which can advance quickly.
fianchetto	to develop a bishop on the flank after advancing the b-pawn or g-pawn one square. For white Bb2 or Bg2; for black Bb7 or Bg7.
fixed pawn	a pawn which cannot move.
flag	the part of a clock that "falls" when the minute hand reaches 12.
gambit	a pawn sacrifice in the opening for quick development, control of the centre, or an attack.
hole	a square in the defender's half of the board that cannot be guarded by pawns.
increment	time added to the clock after each move, usually between 1 and 30 seconds.
isolani	an isolated d-pawn on its fourth rank, d4 for white or d5 for black.
isolated pawn	a pawn separated from other pawns of the same colour by at least one file.
kibitz	to talk about a game while it is being played so that the players can hear.
passed pawn	a pawn that has no opposing pawns to stop it from reaching the last rank, either on the same file or on one of the neighbour files.
perp	short for perpetual check, an endless series of checks that leads to a draw.
poison pawn	an unguarded pawn that should not be captured because it will lead to a disadvantage.
ram	two opposing pawns that block each other.
rapid chess	another name for active chess (each player has from 15 to 60 minutes for the entire game).
side pawn	a pawn on the a or h file.
standard chess	a time control with more than 60 minutes for each player.
tempo	a turn to move - the unit of time in chess. (one tempo = one move)
threat	a strong move that will be played on the next turn if it is not stopped.
time control	the amount of time given to each player when a chess clock is used.
time limit	same as time control.
time trouble	a situation where a player is short of time on the clock and must play their moves in a hurry.
weak pawn	a pawn that is easily attacked and requires defence by pieces.
wing pawn	a pawn on the a,b,c or f,g,h files.
zugzwang	a position where having to move is a disadvantage.

WORLD CHESS CHAMPIONS

1.	Steinitz, Wilhelm	1886-94	Austria, USA
2.	Lasker, Emanuel	1894-1921	Germany, USA
3.	Capablanca, Jose	1921-27	Cuba
4.	Alekhine, Alexander	1927-48*	Russia, France
5.	Euwe, Max	1935-37	Netherlands
6.	Botvinnik, Mikhail	1948-63*	Russia
7.	Smyslov, Vasily	1957-58	Russia
8.	Tal, Mikhail	1960-61	Latvia
9.	Petrosian, Tigran	1963-69	Armenia
10.	Spassky, Boris	1969-72	Russia, France
11.	Fischer, Robert	1972-75	USA
12.	Karpov, Anatoly	1975-85	Russia
13.	Kasparov, Garry	1985-2000	Azerbaijan, Russia
14.	Kramnik, Vladimir	2000-07	Russia
15.	Anand, Viswanathan	2007-	India

* lost title but won rematches

POPULAR CHESS OPENINGS

Alekhine Defence	1.e4 Nf6
Benoni Defence	1.d4 c5
Bird Opening	1.f4
Caro Kann Defence	1.e4 c6 2.d4 d5
Dutch Defence	1.d4 f5
English Opening	1.c4
French Defence	1.e4 e6 2.d4 d5
Grunfeld Defence	1.d4 Nf6 2.c4 g6 3.Nc3 d5
Indian Defence	1.d4 Nf6
Italian Game	1.e4 e5 2.Nf3 Nc6 3.Bc4
Pirc Defence	1.e4 d6 2.d4 Nf6 3.Nc3 g6
Queen's Gambit	1.d4 d5 2.c4
The Rat	1.e4 g6 2.d4 Bg7
Reti Opening	1.Nf3
Russian Defence	1.e4 e5 2.Nf3 Nf6
Scotch Game	1.e4 e5 2.Nf3 Nc6 3.d4
Sicilian Defence	1.e4 c5
Spanish Opening	1.e4 e5 2.Nf3 Nc6 3.*Bb5*

DARTH PAWN RELOADED page 307

❶ 1...Nf3# (*1.e4 Nc6 2.g3 Nd4 3.Ne2? Nf3#*)

❷ 1...Qe4+
2.Kd6 0-0-0#
2.Kf6 0-0#

❸ 1...Bd5 2.Kf5 Rg2 3.Ke5 Rg5#
Three Islands

❹ 1...Re2
2.Rxe2 Rxf1#
2.Rxf4 Rxe1+ 3.Rf1 Rxf1#
2.Ra1 Rh2+ 3.Kg1 Rg4#
2.Rf3+ Rxf3
3.Rxe2 Rf1#
3.Rd1 Rg3 4.Rc1 Rh2#

❺ Four knight promotions!
1...g1=N+ 2.Ke3 d1=N+ 3.Kd3 c1=N+
4.Kc2 a1=N+ 5.Kxc1 Nxe2#

❻ *Excelsior* theme: six moves in a row by the same pawn.
1...c6+ 2.Kd4 c5+
3.Kd5 Ne3# (or 3...Re5#)
3.Kd3 c4+
4.Kd4 Bc5+ 5.Kd5 Re5#
(or 5...Ne3#)
4.Kd2 c3+
5.Kd3 Re3+ 6.Kd4 Bc5+
7.Kd5 Re5#
(6...Rc4+ also mates)
5.Kd1 c2+ 6.Kd2 c1=Q+
7.Kd3 Qc3#
(or 7...Qd1# or 7...Qe3#)

❼ Crazy knights.
1...Nh1+ 2.Ke3 Nc4+ 3.Ke4 Ng3+
4.Kd5 Nb6+ 5.Kd6 Nf5+ 6.Kc7 Na8+
7.Kxc8 Nd6#

❽ Five en passant captures!!
1...Bf7+ 2.c4 bxc3+ 3.Kxc3 Bf6+
4.d4 exd3+ 5.Kxd3 Bg6+
6.e4 (6.Kc4 Rc2#) 6...fxe3+
7.Kxe3 (7.Kc4 Rc2#) 7...Bg5+
8.Kd4 c5+ 9.Kc4 Rc2+ 10.Kd5 Rd2+
11.Kc4 d5+ 12.Kc3 Rc2#
8.f4 gxf3+
9.Kd4 c5+
10.Kd5 Rd2+ 11.Kc4 Rd4+
12.Kc3 Bd2#
10.Kc4 Rc2+ 11.Kd5 Rd2+
12.Kc4 d5+ 13.Kc3 Rc2#
9.Kxf3 Bh5+
10.Ke4 d5+ 11.Kd4 Qf4+
12.Kc5 Qc4#
10.g4 hxg3+
11.Ke4 d5+ 12.Kd4 Qf4+
13.Kc5 Qc4#
11.Kxg3 d5#

MAY THE FORKS BE WITH YOU.

FINAL NOTES

I hope you enjoy "the orange book". It is written for children to read on their own, but chess instructors and school teachers should find it a useful resource.

This workbook is a twin to the first volume, in form and content. There are two categories of material: tactical exercises and chess-related puzzles. They are divided evenly into 40 "chapters", separated by the Kiril's Kontest pages. The numbering of sheets continues from where it ended in volume 1.

The tactical exercises in volume 2 are more complex. They begin at a level equivalent to the midpoint of volume 1, and steadily increase in difficulty throughout the book. For many younger players, this material is a necessary intermediate step between the basic exercises in volume 1 and the advanced problems in *Winning Chess Exercises For Kids*. Students differ greatly in the amount of work required to reach each new plateau. Age, study habits, determination, and natural talent are all factors.

The puzzles are meant to be fun and challenging. Their instructional value varies, but together, they provide a wealth of insights into chess.

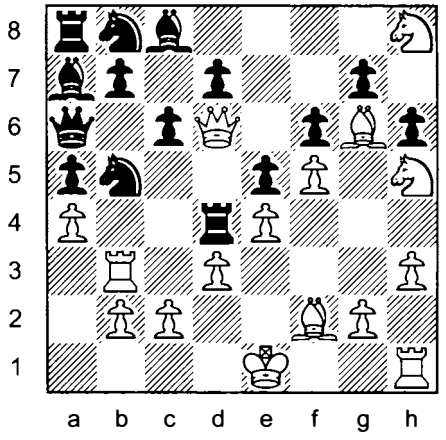
A few of Lily's Puzzlers come from other sources. The rest of the material in the book, unless noted otherwise, is original. The names "Kiril's Kontest" and "chess-o-word" were used in *Scholar's Mate* magazine before I became editor in 1994.

My usual sincere thanks to Larry Bevand, Fred Nader, and Maria Manuri. Special thankulations to Adrian Storisteanu, for his expertise in chess problems and computer programming. Highest marks to test pilots Matthew Bendzsa, Chris Qiu, and Nathan Farrant-Diaz. Hello to Dale and Ian, Tricia and Bill, Scott and Diana, and senorita Rita. And of course, merci beaucoup to Antoine Duff!

Jeff Coakley
Prince Edward Island, April 2010

TRIPLE LOYD #153

one more for the road



Place the black king in:
A checkmate
B stalemate
C mate in 1 ☞ 290

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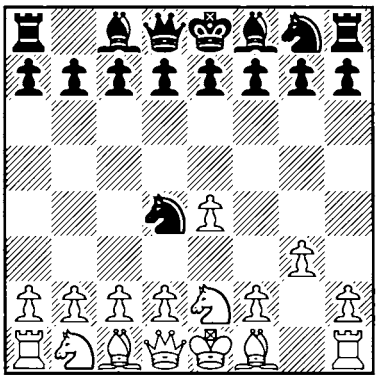
DARTH PAWN RELOADED

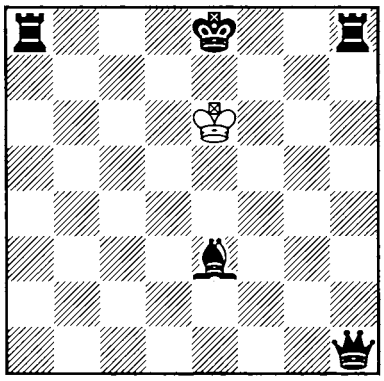
BLACK TO MOVE!!

❶



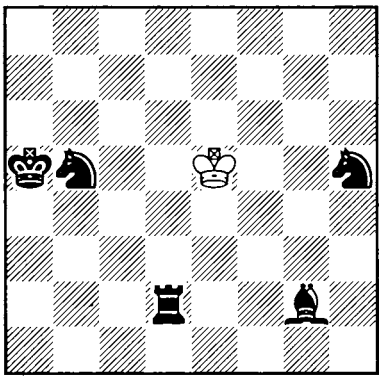
MATE IN 1

❷



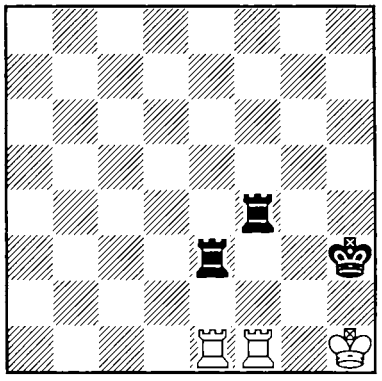
MATE IN 2

❸



MATE IN 3

❹



MATE IN 4

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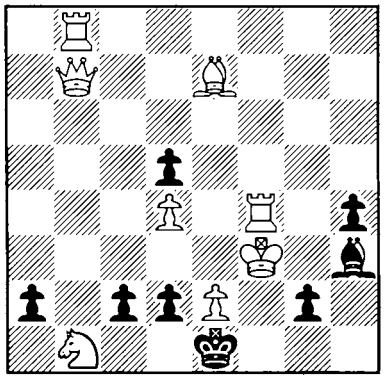

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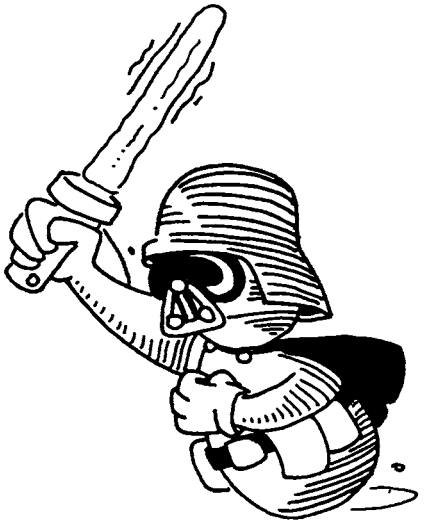

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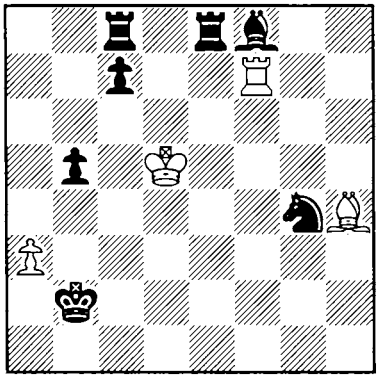

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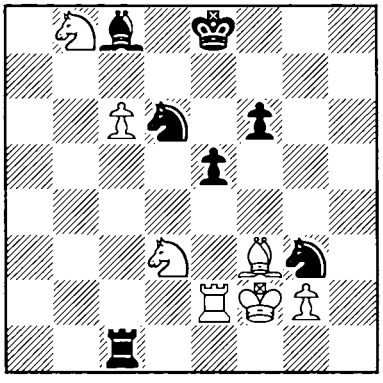

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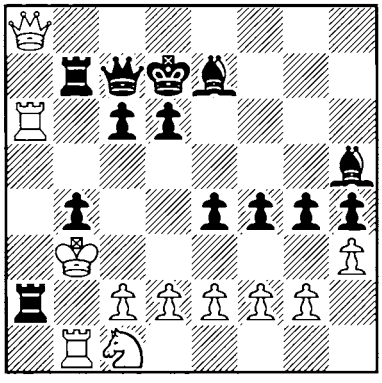

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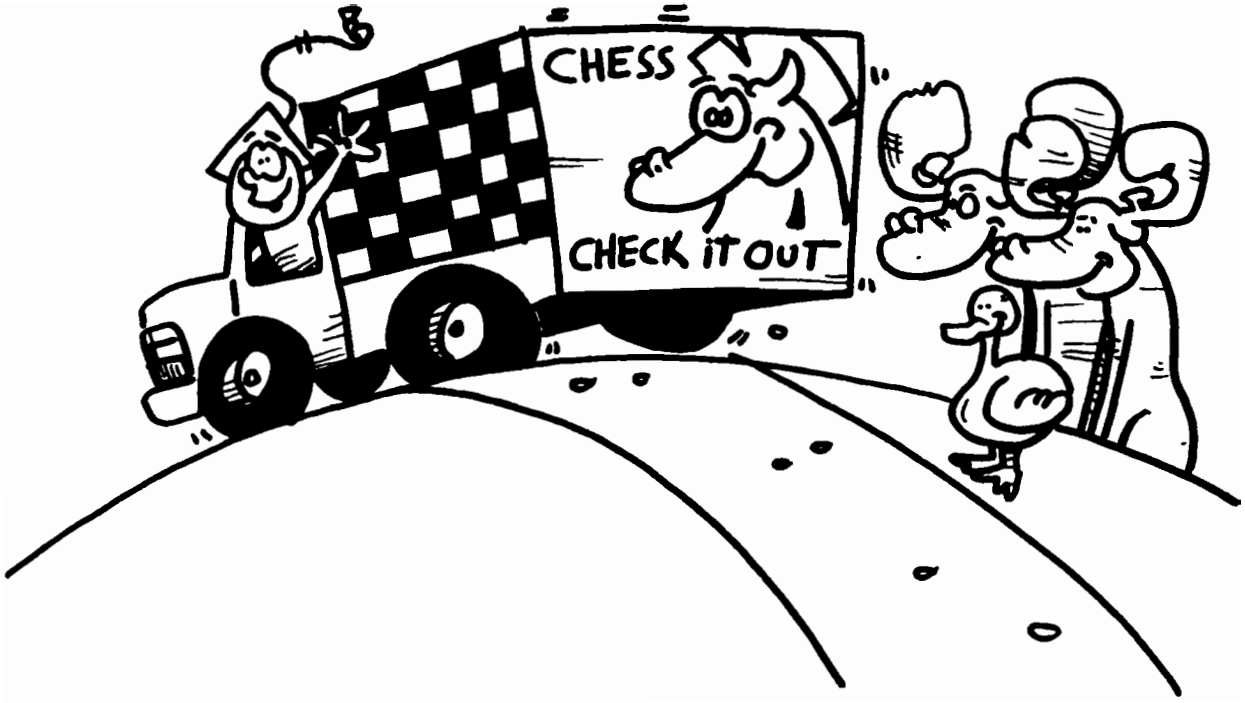


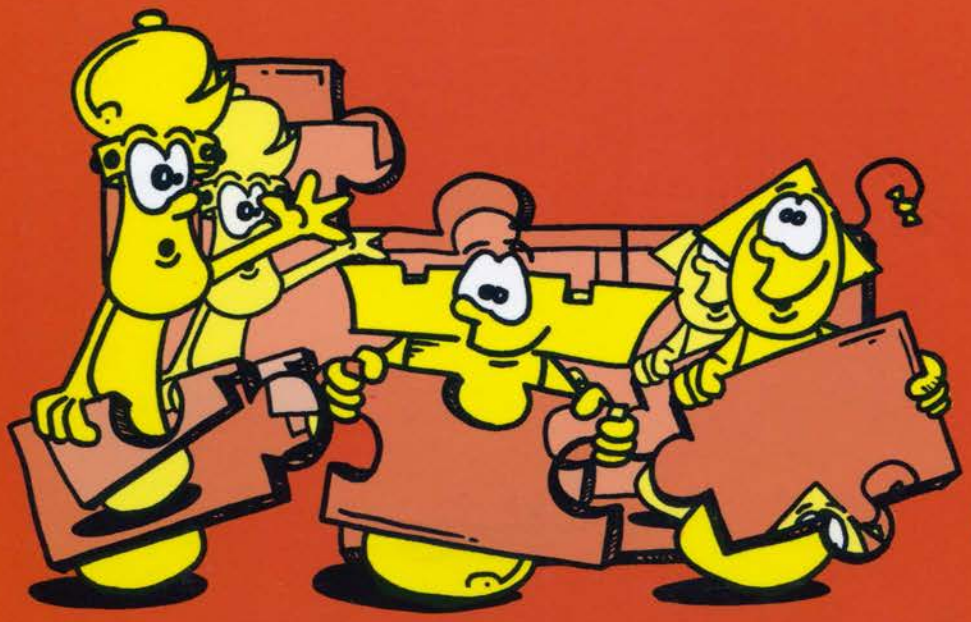
ADIOS, AMIGOS!

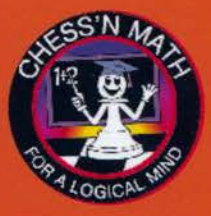
WINNING CHESS PUZZLES FOR KIDS Volume 2 is a fun and instructive workbook for children ages 7 to 13. Full of imaginative drawings, it combines standard chess problems with a variety of insightful chess-related puzzles. Slightly more advanced than *Volume 1*, its aim is to further develop a student's tactical skills.

The main part of the book consists of exercise sheets with more than 1000 positions, covering basic mates and simple tactics such as forks, pins, and discovered checks. There are also 100 pages of additional material with names like Lily's Puzzlers, Switcheroos, Who's The Goof, Chess Mazes, and Double Whammies.

This book can be studied by itself or used as a supplement to the author's earlier works: *Winning Chess Strategy For Kids* and *Winning Chess Exercises For Kids*. Taken together, they make a complete course of instruction for the aspiring player.

Jeff Coakley is a nationally rated chess master and one of Canada's leading coaches. He has taught chess to children for over 20 years, in Toronto and Halifax, as well as on the internet. Many of his students have been national champions and have competed successfully in international youth events. He is also the editor of Scholar's Mate magazine and an active organizer of scholastic chess tournaments.





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